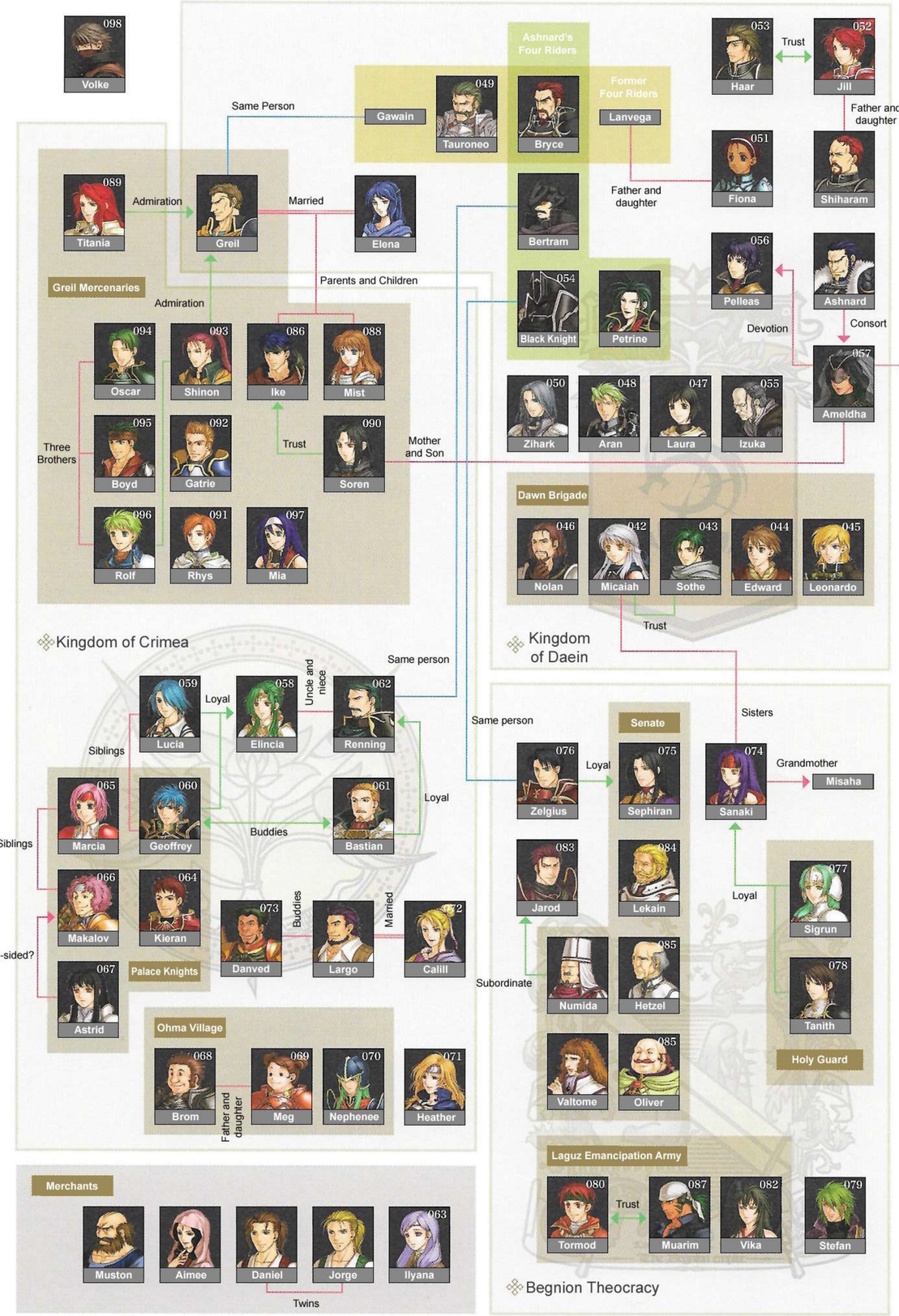
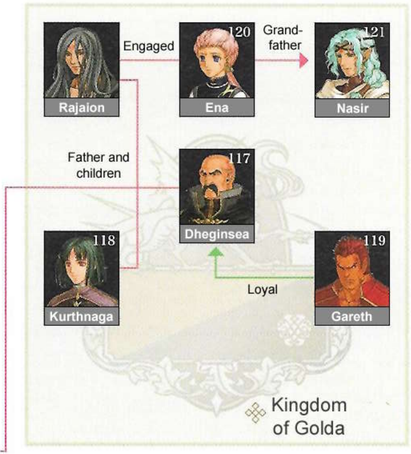
FIRE EMBLEM:RADIANT DAWN

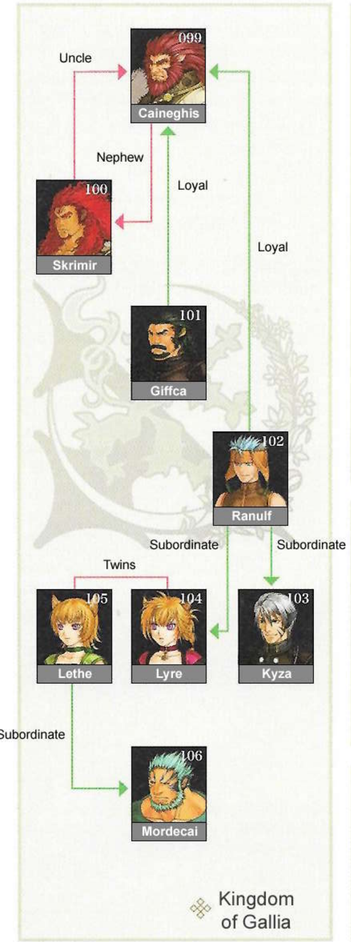
MEMORIAL BOOK TELLIUS RECOLLECTION:THE SECOND VOLUME

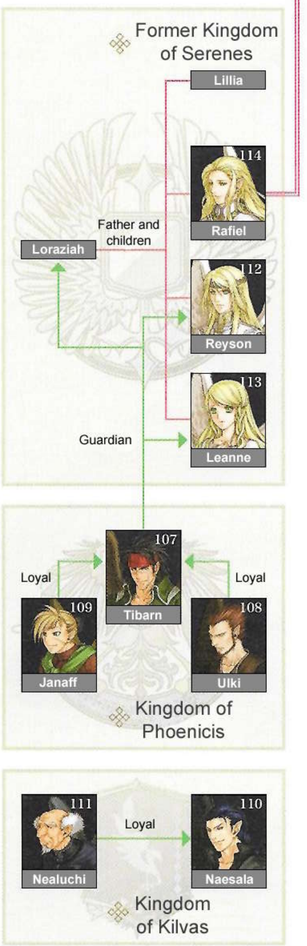
ファイアーエムブレム 暁の女神 設定資料集 テリウス・リコレクション［下］





Married





Character Relationship Diagram

Character Relationship Diagram

A diagram detailing the relationships between key characters that appear in the stories of "Path of Radiance" and "Radiant Dawn" is displayed on the left. Basically, characters are arranged according to their nationality or birthplace. The 3 digit number in the top-right corner of a character's box corresponds to the page number where that particular character's profile (of which there are 82 in the next section) can be found. Please use this in conjunction with the table of contents to find the character you want.

In "Tellius Recollection Volume 1", there were certain relationships that were labelled as unknown. When comparing with the relationship diagram in Volume 1, it's very interesting to see new facts brought to light in "Radiant Dawn".

Main Characters

Profile Explanation

Page 42 to 123 includes a collection of 82 key character profiles with images and descriptions. All of the illustrations in the pages are by Senri Kita (Engines), who based them on the character designer's drawings.

NOTES

The profiles include information from the end of "Radiant Dawn", as well as background information, so many unanswered questions may be solved.

PERSONAL DATA

The details in the first section (Species, Class, Affinity and Origin) are all derived from the game itself. For characters with confirmed ages, these are true at the start of "Radiant Dawn". For characters with "Apparent Ages", these are the ages that they look like, taken from the development materials; in these cases, actual ages are not disclosed.

The details in the second section (Hobby, Talent, Finds Important, Likes, Dislikes) are all derived from development materials. However, this information only exists for some characters; see Volume 1 for characters that appear in "Path of Radiance".

Scan provided by: Kirokan
Translated by: VincentASM
Last updated: 17th December 2016

✣✣ *Dawn Brigade*

Micaiah

✣ミカヤ *Micaiah*

PERSONAL DATA

Species:	Beorc
Class:	Light Mage > Light Sage > Light Priestess
Affinity:	Dark
Origin:	Begnion
Apparent Age:	15
Hobby:	Feeling the wind blow
Talent:	Divine intuition
Finds Important:	Sothe, friends, motherland
Likes:	Good intentions, Fruit
Dislikes:	Evil intentions, Meat

✣✣✣✣✣

N O T E S

The Light Mage known as the "Silver Haired Maiden." As the nickname implies, she has long, lustrous silver hair and wears long gloves that cover both her arms. She has mysterious abilities such as sensing impending danger and being able to heal others by transferring their pain onto herself instead.

Three years ago, Begnion took control of Daein after the latter country was defeated in the Mad King's War. Micaiah witnessed Begnion's tyranny and oppression of the people and, in order to save them, joined the "Dawn Brigade."

From her conversations with Muarim, Vika, and Prince Pelleas, Micaiah is shown to not be beorc at all, rather, she is one of the "branded." Her "brand" is located on her right arm, covered by her glove. She appears younger than she actually is, which is why she still treats Sothe as if he were her little brother.

As she used her unique powers to assist in Daein's restoration, her reputation and support grew among the citizenry, where she eventually came to be known as the "Maiden of Dawn." However, with the increase in fame, she became frightened by the thought of people finding out about her true nature. But, with so many people relying on her, and especially due to Sothe's continued support, she kept her fears under wraps and continued to fight out of love for her motherland.

With Yune's guidance, it was revealed she had the power to sing the "Galdr of Release" –an ability known to be used only by Begnion's apostles. It was through this that Micaiah was revealed to be the granddaughter and true successor to Begnion's 36th Apostle Misaha (thus also making her the current Apostle Sanaki's elder sister).

She is highly opposed to and holds a low opinion of the hero Ike, who she blames for Daein's current troubles due to his actions in the Mad King's War. But, his thoughts on the "branded" left a deep impression on her (that there is no such thing, they are all people to him). It made her think twice about whether or not she would go back into hiding after the war's end as she had originally planned.

During the decisive fight against Ashera (the Goddess of Order), she and Lehran have a talk as "ancestor and descendent." He expressed his complex feelings on the matter, implying that had he known she still lived, things may have gone very differently.

After the war's end, she turns down her sister Sanaki's pleas to return to Begnion, and chose to go back to Daein with Sothe by her side instead. At the strong urging of her people, she was crowned 15th Queen of Daein. She endeavored to create and rule a country that would know no war.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Sothe

Sothe ✣サザ

NOTES

A Rogue who works with a chivalrous band of thieves known as the "Dawn Brigade." He shows little interest in interacting with others and can be quite blunt with them. However, he is very overprotective when it comes to his "older sister" Micaiah to the point he can get quite emotional.

Ever since Micaiah saved Sothe from the back alleys of Nevassa over ten years ago, the two were inseparable and traveled together as siblings. However, three years ago, they were separated during the Mad King's War. He stowed away on Nasir's ship bound for Begnion in search of Micaiah. While onboard he met Ike and the Greil Mercenaries and ended up traveling with them. Though he still had trouble trusting people due to his upbringing, he greatly admired Ike as a "Commander" due to his honest, frank personality. After the end of the Mad King's War, he reunited with Micaiah. Afterward, he would constantly recall fond memories about his "Commander" with Micaiah –leading her to have conflicted feelings on the matter.

He actively gathers intelligences and performs rescue operations all while supporting and reassuring Micaiah who constantly worries about people finding out the truth of her heritage.

Even when Pelleas was forced to fight an immoral war due to a "blood pact" made with the Begnion senate, Sothe showed his dedication to Micaiah and stayed by her side –respecting her wishes to the end.

After the battle with the goddess Ashera, he returned to Daein and continued to support the new queen Micaiah the rest of his days.

PERSONAL DATA

Species:	Beorc
Class:	Rogue > Whisper
Affinity:	Wind
Origin:	Daein
Approx. Age:	17
Hobby:	Tending to his equipment
Talent:	Woodcraft
Finds Important:	Micaiah
Likes:	His well-maintained dagger
Dislikes:	Nobles & people who interfere in others' affairs

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Edward

✣エディ Eddie

PERSONAL DATA

Species: Beorc
Class: Myrmidon
> Swordmaster
> Trueblade
Affinity: Light
Origin: Daein
Approx. Age: 15

Hobby: Going for walks
Talent: Being able to move while doing a handstand
Finds Important: Friends
Likes: Eating, Sleeping
Dislikes: Not knowing what to do

✣ *Dawn Brigade*

✣ ✣ ✣ ✣ ✣

N O T E S

A young swordsman who is part of a chivalrous band of thieves known as the Dawn Brigade. He was born in the back alleys of Daein, and grew up without even knowing his family. However, despite his abject upbringing, he gained a generally optimistic personality. He is the cheery and lovable member of the Dawn Brigade who serves as an inspiration to others.

Three years ago during the Mad King's War, people were given ranks determined by skill alone --which meant that even people from the slums could rise up to become royal knights. This inspired Edward to polish his skill with the blade in hopes of achieving a respectable post. However, soon after, the capital fell and the war ended soon after, his dream now impossible. The occupying force from Begnion cracked down on all the remaining members of the Daein army, keeping Edward on the run. It was on one of these days in a back alley that he was helped by a young boy with a bow dressed much better than he was: Leonardo. Their friendship would grow to the point that they would be like brothers.

He has an extremely simple personality, such as believing in Micaiah's oracles without question, not worrying about what others think, and acting without reading the situation (more like he is unable to). Though he is young and inexperienced with the blade, he steadily accumulates experience and grows throughout the Liberation of Daein and the Laguz-Begnion War.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Leonardo

Leonardo ✣ レオナルド

PERSONAL DATA

Species:	Beorc
Class:	Archer
	> Sniper
	> Marksman
Affinity:	Water
Origin:	Daein
Approx. Age:	16
Hobby:	Reading
Talent:	Cleaning
Finds Important:	Friends, Health
Likes:	Cleanliness
Dislikes:	Filthiness, Bugs

✣ ✣ ✣ ✣ ✣

N O T E S

A young Archer who works with the band of chivalrous thieves known as the "Dawn Brigade." He was born to a noble house in Daein's countryside, but his family came to ruin when his father and brother perished three years prior during the Mad King's War. He has been without family ever since (his mother had died when he was just a child).

When Daein lost the war, he became a target for hunters from the Begnion Occupying Army as he was enrolled in a military academy at the time. He and his classmates had fled together, but they had all been tracked down until Leonardo was the only one left. He was cornered, but unexpectedly saved by a young swordsman named Edward who happened to be there. From then on the two traveled together and ended up joining the "Dawn Brigade." Seeing his circumstances, it is no wonder he has such strong bonds with the brigade to the point it is like family to him.

He keeps a cool head and has a habit of being a lecturer. He is pragmatic and capable of making rational decisions under pressure. He can often be seen scolding the more energetic Edward for one thing or another. Sometimes he gets seized by bouts of pessimism, which is where Nolan (his senior) steps in to help by giving sage advice: "You are still young. Don't let go of your hopes and dreams."

As the Laguz-Begnion War approached its climax, he and some others spent their earnings on a Tempest Blade. He presented it as a gift to his reckless best friend who is like a brother to him: Edward.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Nolan

✣ノイス *Noyce*

PERSONAL DATA

Species:	Beorc
Class:	Fighter
	> Warrior
	> Reaver
Affinity:	Earth
Origin:	Daein
Approx. Age:	34
Hobby:	Reading (Craves knowledge)
Talent:	Ability to adapt
Finds Important:	Being relaxed
Likes:	Living comfortably
Dislikes:	Comrades who only think about themselves

✣ ***Dawn Brigade***

✣✣✣✣✣
NOTES

A fighter who serves as the leader of the chivalrous band of thieves known as the “Dawn Brigade”.

He is an older man and leader who has seen life's hills and valleys, but has a genteel demeanor and does not act superior to the others. While the jokes that come with being an older man bother him, he nonetheless is a reliable ally that offers sage advice to the younger members of the group.

In contrast to his appearance and profession as a warrior, his hobby is reading, and can often be seen lost in a book while not in battle. It should be no surprise that Nolan was a successful merchant in his youth. But, he was betrayed by a trusted co-owner who bankrupted the business in one night, leaving Nolan to be a reclusive street rat. During the Mad King's War, Nolan displayed neither interest nor concern as to how it would play out. It was not until the Begnion Occupation Army's abuse of his fellow citizens and motherland that his sense of duty was stirred up enough to take a stand.

Nolan initially interfered with the Begnion forces alone, but after helping Edward and Leonardo escape from Begnion hunters, they joined forces. Rumors of their rebellious activities caught the ears of Sothe and Micaiah, who then contacted and joined them

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ Daein

Laura

Laura ✣ローラ

NOTES

A Priest from Daein.

She met Micaiah while attempting to retrieve medicine for her teacher (the abbot) which was taken by the Begnion Occupational Army. She got captured and imprisoned at Gribe prison, but with Sothe's help, she and Micaiah managed to escape. She then became a member of the "Dawn Brigade" and traveled with them.

Aran, a childhood friend of Laura's who joined the Begnion Occupational Army, decided to cut ties with them after being persuaded by her. Her personality is as one expects of a longtime devotee to the goddess. Her resulting world views, however, can bewilder those around her, such as a scene where she refers to her and the rest of the group as "bandits."

PERSONAL DATA

Species:	Beorc
Class:	Priest
	> Bishop
	> Saint
Affinity:	Wind
Origin:	Daein
Approx. Age:	17

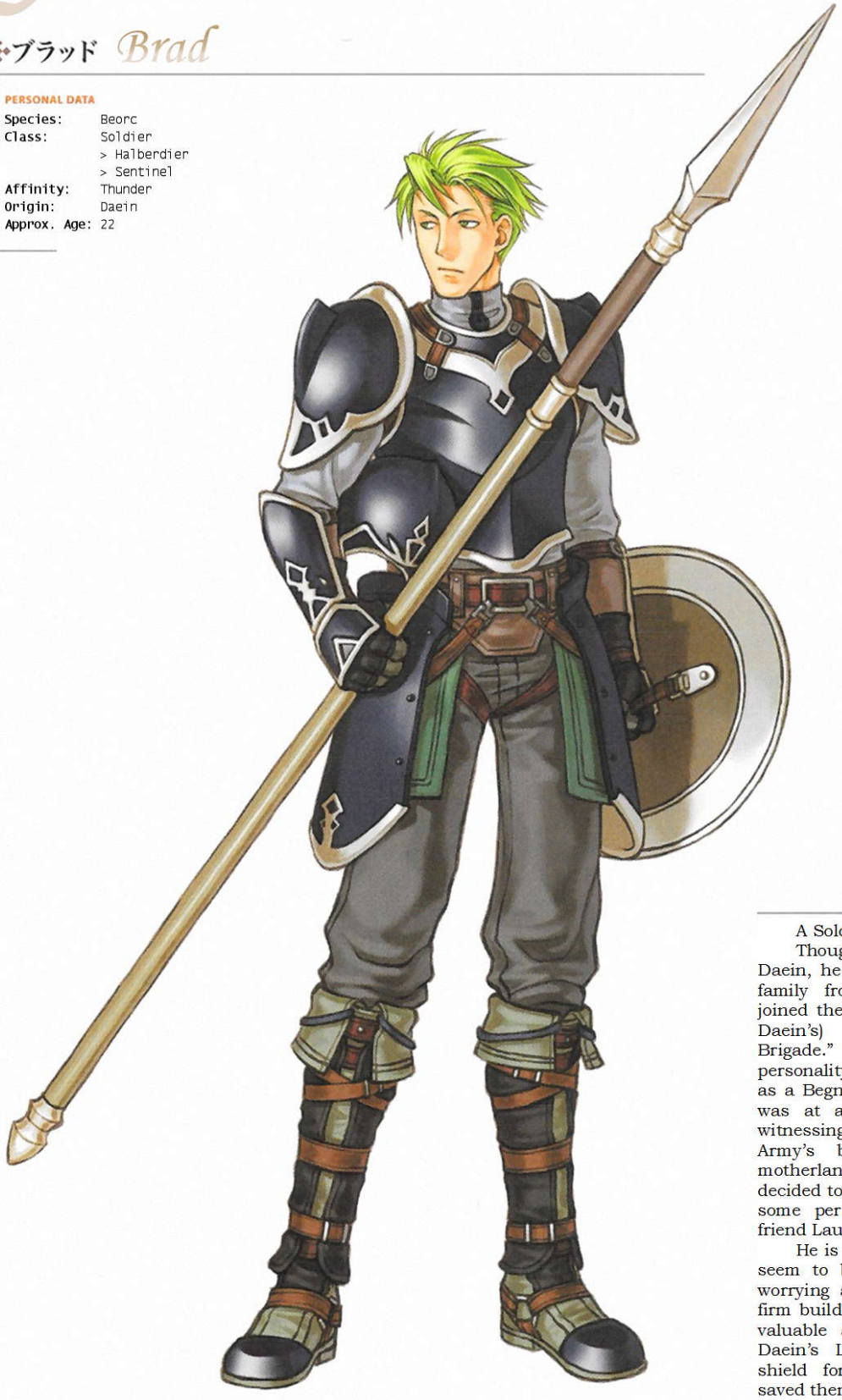
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Aran

✣ブラッド Brad

PERSONAL DATA

Species:	Beorc
Class:	Soldier
	> Halberdier
	> Sentinel
Affinity:	Thunder
Origin:	Daein
Approx. Age:	22



✣ ✣ ✣ ✣ ✣

N O T E S

A Soldier from Daein.

Though originally an orphan from Daein, he was adopted by a merchant family from Begnion. He eventually joined the Begnion Militia (rather than Daein's) and pursued the "Dawn Brigade." He has a rather earnest personality and carries out his duties as a Begnion soldier professionally. He was at a loss of what to do after witnessing the Begnion Occupational Army's barbaric acts against his motherland Daein, and, in the end, decided to join the "Dawn Brigade" after some persuasion from his childhood friend Laura.

He is a man of few words, but does seem to be gentle at his core, often worrying about Laura. Blessed with a firm build and sturdy armor, he was a valuable asset in the final battle of Daein's Liberation –quite literally a shield for the "Dawn Brigade" that saved them on countless occasions.

✣ *Daein*

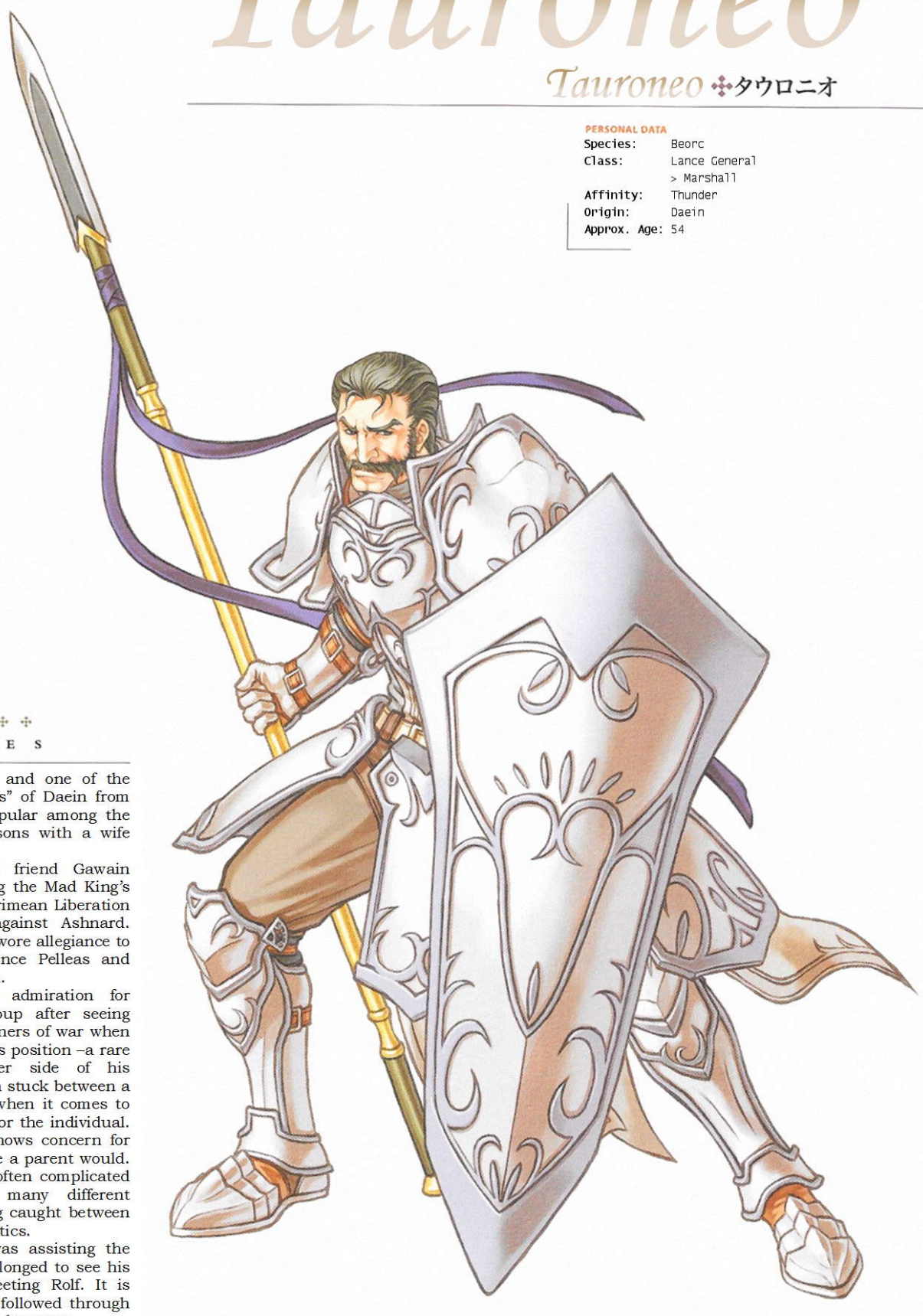
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Tauroneo

Tauroneo ✣タウロニオ

PERSONAL DATA

Species:	Beorc
Class:	Lance General > Marshall
Affinity:	Thunder
Origin:	Daein
Approx. Age:	54



✣ ✣ ✣ ✣ ✣

NOTES

A Lance General and one of the legendary "Four Riders" of Daein from long ago who was popular among the people. He had two sons with a wife from Crimea.

He met his old friend Gawain (Greil)'s son Ike during the Mad King's War and helped the Crimean Liberation Army in the fight against Ashnard. Three years later, he swore allegiance to Ashnard's orphan Prince Pelleas and fought to restore Daein.

He shows deep admiration for Micaiah and her group after seeing them act to save prisoners of war when he could not due to his position –a rare show of the warmer side of his personality. He is often stuck between a rock and hard place when it comes to loyalty to the country or the individual. He is cautious and shows concern for Sothe and Micaiah like a parent would. His true feelings are often complicated due to having so many different obligations while being caught between the complexities of politics.

Back when he was assisting the Greil Mercenaries, he longed to see his family again after meeting Rolf. It is unknown whether he followed through on these wishes or not, however.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Zihark

Zihark ✣ツイハーク

PERSONAL DATA

Species:	Beorc
Class:	Swordmaster > Trueblade
Affinity:	Earth
Origin:	Daein
Approx. Age:	25

✣ *Daein*

✣ ✣ ✣ ✣ ✣

N O T E S

A Swordmaster from Daein. He is a veteran warrior from the Mad King's War who fought alongside the Greil Mercenaries.

After that war, he lent his sword in service of Prince Pelleas in order to restore Daein alongside General Tauroneo. However, as the situation in Daein continued to change, he would be faced with making a grave decision between loyalty to his country versus saving the Laguz— his entire reason for fighting in the first place.

A major reason for his attachment to the Laguz is that his now-deceased love from long ago was one of them. He had declared no other woman could take her place in his heart. Despite that, Brom, a militiaman who worked with the Greil Mercenaries, had engaged Zihark to his daughter Meg without the former's knowledge. However, it seems Zihark shares a deeper emotional connection with Ilyana based on a conversation they have during the Laguz-Begnion War. In short, Zihark is a man of great conviction who does not believe in raising his blade against the laguz.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Fiona

Frieda ✣フリーダ

NOTES

A young Lance Knight and leader of the independent territory of Marado located within Daein. Daughter of Lanvega –one of Daein's "Four Riders" who was said to have peerless skill with the sword.

Her father continuously refused to aid the former King Ashnard's regime and did not dispatch Marado's troops to participate in the Mad King's War. After the war's end and her father's death, Fiona continued her father's legacy and seeks to maintain the "country's" safety. She aided the Begnion Occupational Force for this purpose. However, she and her knights revolted after they witnessed the group captain Laverton's casual use of children as hostages.

Despite her childish visage, that sort of action shows that she is a true warrior at heart. She is proud to fight as a true knight of Daein –a country her father so loved.

PERSONAL DATA

Species:	Beorc
Class:	Lance Knight > Lance Paladin > Silver Knight
Affinity:	Earth
Origin:	Daein
Approx. Age:	20

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Jill

Jill ✣ジル

PERSONAL DATA

Species:	Beorc
Class:	Dracoknight
	> Dragonmaster
	> Dragonlord
Affinity:	Thunder
Origin:	Daein
Approx. Age:	20

✣✣✣✣✣ NOTES

A Dracoknight from Talrega in Daein. She's the daughter of the former lord of Talrega, Shiharam Fizzart.

During the Mad King's war, after the Greil Mercenaries were rescued by Goldoan soldiers and Prince Kurthnaga, Jill defected from the Daein army and joined the liberation effort for Crimea. After the war ended, she began a cargo delivery service with her senior officer in the Daein army, Haar, staying away from military affairs. However, after finding out Prince Pelleas' desire to liberate Daein from the clutches of Begnion, she took to the battlefield as a Dracoknight once again.

Her upbringing in Daein distorted her views of the laguz, calling them "sub-human" due to a biased education, but was gradually corrected thanks to the efforts of people like Lethe. As a result, she could not find justice in the Daein Liberation Army's attacks against the Laguz Alliance on behalf of the Begnion Senate, and could no longer hide her doubts on fighting her former friends, be they on one side of the conflict or another.

✣ *Daein*

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Haar

Haar ✣ハール

PERSONAL DATA

Species:	Beorc
Class:	Dragonmaster
	> Dragonlord
Affinity:	Wind
Origin:	Begnion
Approx. Age:	37

NOTES

A former Dragonmaster of the Begnion Holy Dracoknights.

Haar once belonged to the Fizzart Platoon, a prestigious order within the Dracoknights that deserted Begnion after their commander Shiharam Fizzart grew furious with the senate's corruption. After the Mad King's War, he grew disinterested with military affairs, flying around the continent as a delivery serviceman, hoping for a peaceful post-war life. Although he and Jill, Shiharam's daughter, deliver packages together, Haar takes on a role more akin to that of a guardian to his teacher's daughter rather than any romantic bond. Occasionally he thinks back on the men and remnants of the Fizzart family he left in Begnion, and would visit his old friend Sigrun whenever he delivered packages there. (Although the same could not be said for Jill...)

Sensing the rumbles of war, he left Daein for a time by delivering packages elsewhere. However, as he was crossing into Crimean airspace, he encountered Queen Elincia and the others fighting the Holy Dracoknights, and through a whirlwind of Marcia's persuasion "skills", he got tangled up in fighting for Queen Elincia in the Crimean Rebellion.

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Black Knight

✣漆黒の騎士 Black Knight

PERSONAL DATA

Species:	Beorc
Class:	Black Knight
Affinity:	Dark
Origin:	Daein

✣ ✣ ✣ ✣ ✣

N O T E S

The Black Knight who served as King Ashnard's confidant during the Mad King's War. He was also feared as one of Daein's "Four Riders" along with Bryce, Bertram, and Petrine.

Fitting to his title, he is completely encased in jet-black armor. His armor was blessed by the goddess herself, which made him impervious to any attack –but with one exception. The holy sword Ragnell, an equivalent to his own sword, Alondite, was able to pierce his armor. As such, only Ike was in the unique position of being able to stand up to him.

Boasting both incredible sword skills and an uncanny ability to warp over large distances instantly, he hindered the Crimean Liberation Army time and time again. He was eventually defeated in a duel to the death at Nados Castle in Crimea, which collapsed atop him. His remains were never found.

In the post-Ashnard era of Daein, the Black Knight had become nothing more than a legend. But –that legend had seemingly come back to life. He emerged from the darkness of history in order to rescue the "Silver-Haired Maiden."

✣ *Daein*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Izuka

Izca ✣ イズカ

PERSONAL DATA

Species:	Beorc
Class:	Summoner
Affinity:	Thunder
Origin:	Daein
Approx. Age:	63

N O T E S

A dubious Summoner who discovered Pelleas, son of Daein's former King Ashnard, on the city streets, and declared him the successor of the throne and symbol of Daein's restoration.

He has complete confidence in his own wisdom and is condescending to those around him. He also has a short temper and gets angry when things do not go his way. Basically, he is a very difficult person to deal with.

During the Mad King's War, he performed inhumane experiments on the laguz under the former King Ashnard. Though Pelleas is technically his boss, they do not really share a master-servant relationship. Izuka forms plans regardless of what Pelleas or the Daein Liberation Army thinks, which often conflicts with Micaiah and her crew.

As the war grew more violent, it slowly became more evident that his true loyalties were neither to Pelleas nor Almedha. He was in fact a spy from the Begnion senate, and all his conduct was to the benefit of Begnion rather than Daein.

Begnion had promised to absolve him of his crimes involving his harmful drugs which he tested on human subjects. As such, he installed Pelleas as a puppet on Daein's throne by claiming him to be Ashnard's orphan. Pelleas was weak, timid, and ignorant in the ways of war and politics, which made him a perfect fit for the role. To add to his crimes, Izuka was also responsible for brainwashing Prince Renning of Crimea with his drugs three years ago during the Mad King's War. Bastian and Geoffrey were angered when this information came to light, and swore to put an end to Izuka's mad ways.

Bastian captured Izuka and held him for interrogation in Castle Fayre, but he managed to escape. He confronted Elincia and Tibarn afterward, with a field of Tibarn's fellow countrymen under the influence of the same drug that created the Feral Ones. Enraged, Tibarn swore that Izuka's final moments would be full of pain and misery as payment for his wicked deeds.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Pelleas

✣ペレアス Pelleas

PERSONAL DATA

Species:	Beorc
Class:	Dark Sage
	> Archsage (Dark)
Affinity:	Water
Origin:	Daein
Approx. Age:	19

✣ *Daein*

✣ ✣ ✣ ✣ ✣

N O T E S

The orphaned son of Daein's former king Ashnard. He is Almedha's "son" who bears a mark on his forehead.

Though Ashnard was a strict dictator, he managed to unify the country under his rule. Pelleas, on the other hand, is the polar opposite in his personality. He is gentle and quite indecisive on many matters. Despite working under Tauroneo, there are soldiers who worked as militiamen during the late king Ashnard's rule who do not think much of Pelleas. Perhaps they served simply to see a formal monarch in place.

When his group first merged with Micaiah's "Dawn Brigade," his weak tendency to be pushed around by the consistently stubborn and questionable Izuka was obvious. But, Micaiah and her firm resolve and compassion for her fellow countrymen left a deep impression on Pelleas. He soon ordered Izuka to end his inhumane laguz experimentation and steadily grew to become a better leader. When the army was poised to retake the Daein capital of Nevassa, the speech Pelleas gave successfully won over the hearts of veterans who had little faith in him, unifying and strengthening the army to eventually win the decisive battle.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Almedha

Amrita ✣アムリタ

NOTES

Mistress of Daein's former King Ashnard. She dotes over her "son" Pelleas.

One may assume she had simply met Kurthnaga during her travels and that they are friends, but in truth she too is a child of Dheginsea –thus making her Rajaion's younger sister, and Kurthnaga's elder sister. For whatever reason, she became involved with Ashnard.

Almedha fled Goldoa after disagreements with her stubborn father King Dheginsea and his strict isolationist policy regarding Goldoa. She met the then-Prince Ashnard, and the two grew greatly attracted to each other. She ended up bearing his child. Ashnard sought the power of a "Black Dragon," but seeing as Almedha had lost her power, he lost all interest in her. The child she bore was one of the "branded," and so did not inherit the power Ashnard sought either. As a result, Almedha had become nothing more than a mere playing piece in Ashnard's grander design. He used her to lure her older brother Rajaion to him, and proceeded to degrade him with the same drug that creates the "feral ones."

With the mental and emotional shock of losing her own laguz powers due to her union with a beorc as well as her older brother Rajaion becoming nothing more than Ashnard's personal mount, she descended into madness. Ashnard intended to keep her out of the public's eyes, so she did not make an official appearance until after his death at the end of the Mad King's War.

PERSONAL DATA

Species:	Beorc*
Origin:	Goldoa
Approx. Age:	26*

*1 Because she lost her laguz powers.
*2 Age relative to a beorc (human)

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ *Crimea*

Elincia

✣エリンシア *Erincia*

PERSONAL DATA

Species:	Beorc
Class:	Queen
Affinity:	Heaven
Origin:	Crimea
Approx. Age:	21

✣ ✣ ✣ ✣ ✣

NOTES

Queen of Crimea.

In year 645 of the Begnion calendar, the Crimean Liberation Army fought under her banner to free the country from Daein and its "Mad King" Ashnard. She was crowned queen shortly after his defeat.

Three years after what became known as the "Mad King's War," Queen Elincia listens attentively to the issues of the citizenry and seeks to rebuild the weakened Crimea.

With Bastian, Lucia, and Geoffrey's help, she has been able to keep the country stable. However, with Daein's sovereignty restored, and Elincia's decision not to press them for reparations to promote harmony, more people began to feel she was being too kind to their nation's hated enemy. Eventually, a lot of like-minded individuals who felt Daein was still their enemy formed a rebel faction to go against Queen Elincia.

The final straw was Elincia's recognition of Daein's new king Pelleaus. An influential noble in Crimea, Duke Ludveck of Felirae, took the opportunity to use Elincia's gesture of goodwill toward Daein to fan the flames of rebellion. To make matters worse, Ike, who Elincia relies on in times of crisis, had long left the Crimean court out of disdain for ceremony and power struggles between the nobles. Elincia was thus left to deal with this dilemma on her own. Elincia once again found herself rolled up in a war that involved her country, and began to feel pity and self-doubt about her own abilities as a ruler. It was thanks to Leanne, a visiting guest at the time, that Elincia's heart was able to heal.

She never managed to express how she never wanted to be part of a royal family, or to be a princess or a queen to even her closest friends Lucia and Geoffrey who she treats like family. But she felt this way deep down in her heart, which Leanne was able to read and draw out of her with her kind words and galdr. Elincia was healed in the process.

Her newfound resolve showed in her one on one conversation with Ludveck. Elincia was willing to ensure that Ludveck never sees the light of day again for the sake of Crimea – even if it meant sacrificing Lucia to do so. The long-absent Greil Mercenaries had appeared moments before Ludveck had Lucia executed however, and managed to save her.

Elincia had overcome great hardships as a queen and reunited with Ike in the end. He had praised her for having come a long way and having grown stronger since they had first met.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Lucia

Luchino ✣ルキノ

PERSONAL DATA

Species:	Beorc
Class:	Swordmaster > Trueblade
Affinity:	Earth
Origin:	Crimea
Approx. Age:	25

✣ ✣ ✣ ✣ ✣
NOTES

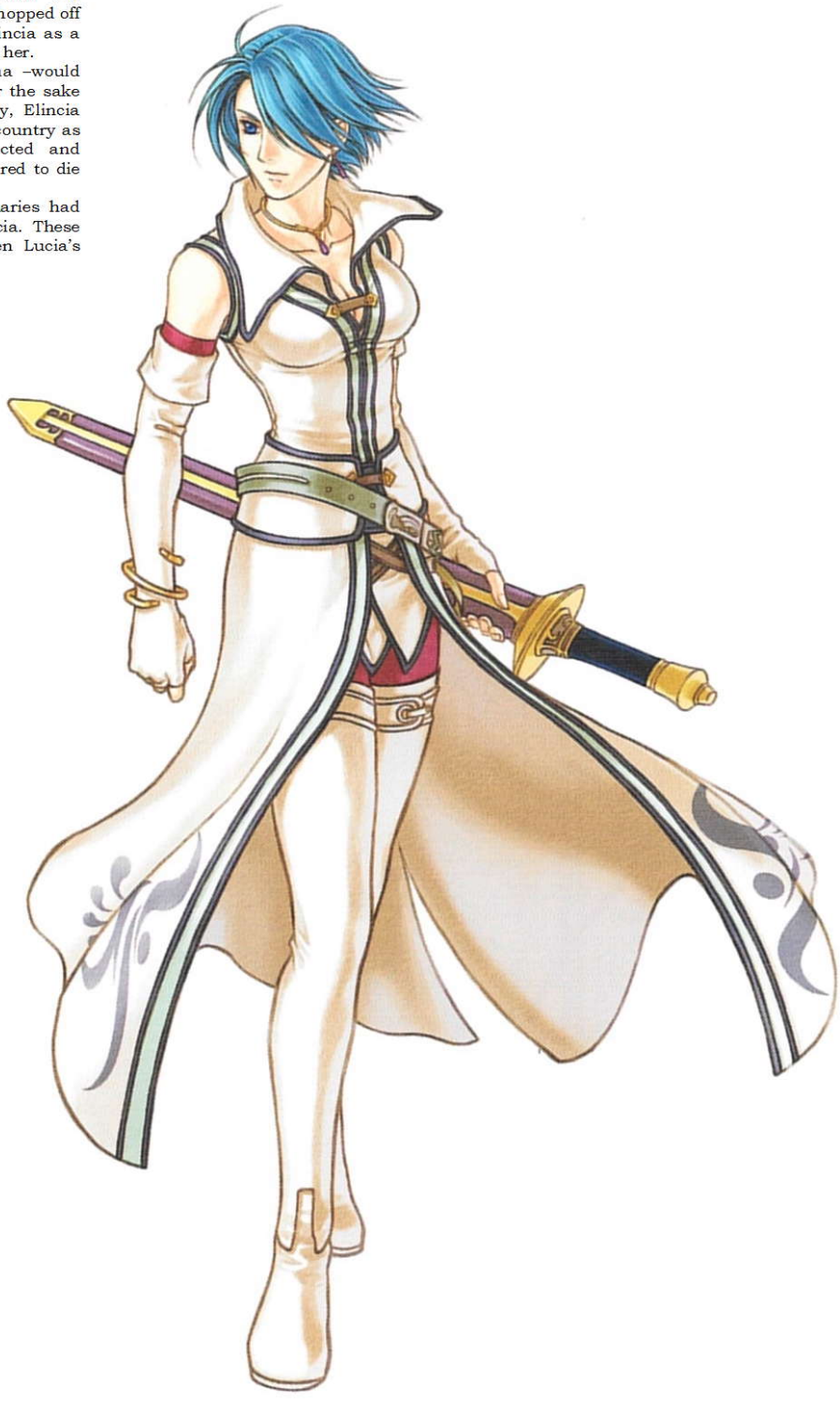
A talented Swordmaster and daughter of the noble house Delbray in Crimea. Geoffrey's older sister. She is Queen Elincia's milk sibling, sharing a bond just as deep as real sisters.

Though graceful and refined like the noble she is, her sword arm puts many men to shame. She is Elincia's trusted friend and would protect her at the cost of her own life. She excels at her duties, such as gathering intelligence. She is also highly adaptable and quick witted enough to come up with brilliant strategies in emergencies, which impresses even Bastian.

During the Crimean Civil War, Lucia was captured by Ludveck, Duke of Felirae, while investigating who was behind the rebellion against Elincia. Ludveck chopped off Lucia's long hair and sent it to Elincia as a way to make it known he had taken her.

Elincia faced a great dilemma –would she spare Lucia or sacrifice her for the sake of the country's future? Eventually, Elincia resolutely decided to prioritize the country as its Queen –a move Lucia expected and praised, having already been prepared to die for the country if need be.

In the end, the Greil Mercenaries had suddenly appeared and saved Lucia. These incidents only served to strengthen Lucia's loyalty toward Elincia.



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Geoffrey

Geoffray ✣ジョフレ

PERSONAL DATA

Species:	Beorc
Class:	Lance Paladin
	> Silver Knight
Affinity:	Fire
Origin:	Crimea
Approx. Age:	24

✣ ✣ ✣ ✣ ✣

NOTES

A son of the noble house Delbray, located in Crimea. He leads the Royal Guard as a Lance Paladin. He is Lucia's younger brother. He and his sister were both milk-siblings to Elincia, and have been friends since childhood.

He is honest to a fault, with politics never having been his strong suit. As such, he has the tendency to blurt out immature responses whenever Queen Elincia faces opposition at meetings or anywhere else. When it comes to planning and tact, he leaves that up to his close friend Bastian.

His allegiance is to Elincia herself before the country of Crimea, and he is always ready to give his life up protecting her. His conviction is so great the he feels a sense of disgrace if he slips up in his duty in even the slightest of ways.

✣ ***Crimea***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Bastian

Ulysses ✣ユリシーズ

PERSONAL DATA

Species:	Beorc
Class:	Archsage
Affinity:	Wind
Origin:	Crimea
Approx. Age:	27

✣ ✣ ✣ ✣ ✣

NOTES

An Archsage known as Count Fayre and an influential noble in Crimea. He is a trusted confidant for Renning, the former king's younger brother.

Though pure and noble, Elincia is still young and inexperienced as a ruler. As such, Bastian exhibits his experience and cunning when it comes to political and financial affairs, making him the most important figure in the Crimea after Queen Elincia herself. Ever since the end of the Mad King's War, Bastian has led a busy life as he worked to quell domestic unrest while at the same time traveling between the various countries as a diplomat.

While loyal to both Elincia and Renning, he is deeply devoted to the country of Crimea first and foremost. Thus, he can also truly be considered "Crimea's Retainer."

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Renning

✣レニング Lening

PERSONAL DATA

Species:	Beorc
Class:	Gold Knight
Affinity:	Earth
Origin:	Crimea
Approx. Age:	42

✣✣✣✣✣

NOTES

The younger brother of Crimea's former King Ramon. Uncle to the current Queen Elincia. He is a Gold Knight who was known to be a peerless warrior and whose bravery was said to be unmatched.

During the Mad King's War, he was defeated by Ashnard in a one on one fight. He was captured and brainwashed with the drug that creates the "feral ones" (a concoction originally meant for laguz). He was then put to work as Bertram of the "Four Riders." Though he was thought to have perished during the battle at Fort Pinell, his confidant Bastian had secretly recovered his body with the intention of healing him of his ailment.

Besides his bravery, Renning was also known to be quite politically capable due to his royal heritage as the king's younger brother. He was also extremely popular among the people. Had he been in good health at the time, there likely would have been no rebellion after Queen Elincia's coronation. Of course, Renning was originally the next in line for the throne, as he was the next male relative to the king. Had news of his survival been known, the anti-Elincia faction likely would have lay low and backed him without question as intended. It was for these reasons Bastian had continued to keep his survival a closely guarded secret.

Eventually, he was fully restored thanks to Reyson's galdrar. With its effects enhanced by the Ashera, the Goddess of Order, Renning managed to officially reappear the night before the decisive battle within the Tower of Guidance. The gallant figure he was known as had not changed, and was deeply inspirational for Elincia and those around her.

✣ ***Crimea***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Ilyana

Elaice ✣イレース

PERSONAL DATA

Species:	Beorc
Class:	Thunder Mage > Thunder Sage > Archsage
Affinity:	Light
Approx. Age:	19

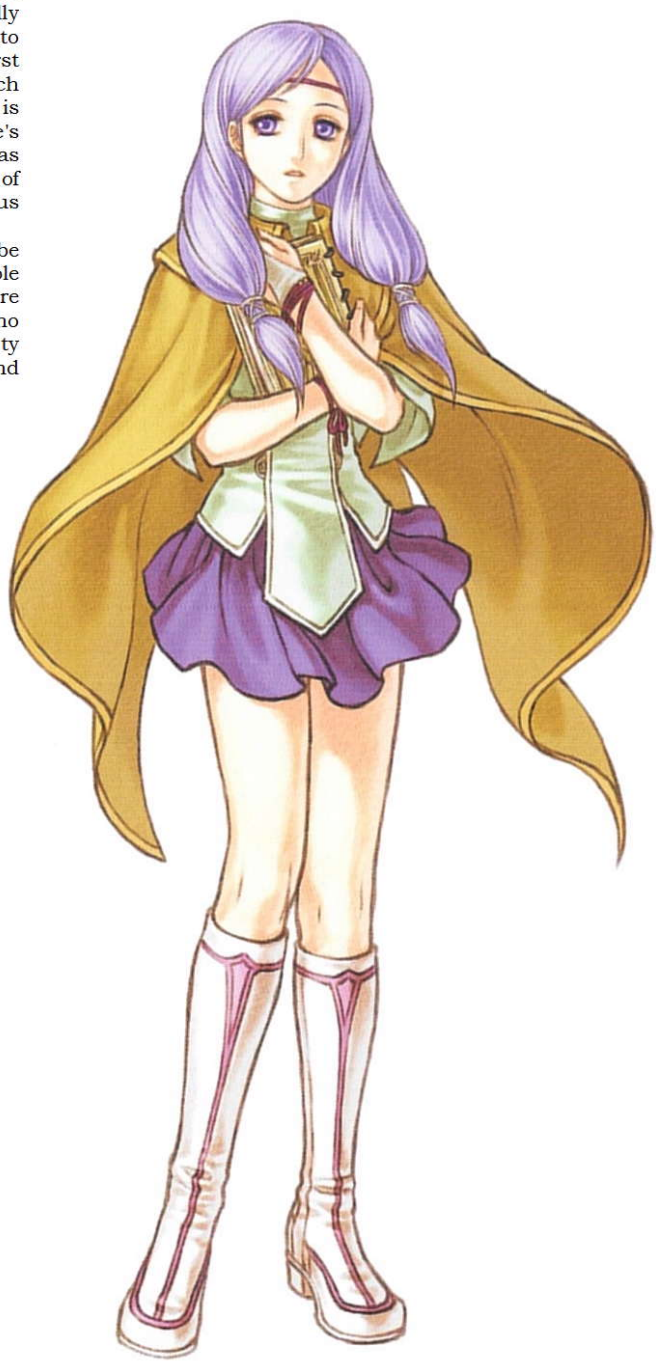
NOTES

A Thunder Mage who travels with a wandering merchant convoy which consists of Muston (the weapons dealer), Aimee (the items dealer), Daniel (the blacksmith), and Jorge (the used goods dealer).

Ilyana and the others of the merchant convoy were captured and held at Gribe Prison by Begnion's occupying force in Daein. It was there she met Micaiah, and soon after joined the Dawn Brigade in order to help them liberate Daein.

From a glance, it does not seem like she holds such an immense appetite. It is not an exaggeration to say many people first encounter her when she is lying around having collapsed from hunger. She even successfully manages to badger Heather enough to bring her food during their first encounter. She has not changed much since the Mad King's War, and is terrible as ever at remembering people's names and faces. However, she has perfect memory regarding names of people who have treated her to delicious meals or are good at cooking.

Though she may always seem to be thinking about food, she has incredible insight into the hearts of others. There is a scene where she helps Zihark, who at the time was caught between loyalty to his country and what is right, find the resolve to reach a decision.



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Kieran

✣ケビン Kevin

PERSONAL DATA

Species:	Beorc
Class:	Axe Paladin > Gold Knight
Affinity:	Wind
Origin:	Crimea
Approx. Age:	23

✣✣✣✣✣
NOTES

Vice-Captain and an Axe Paladin of the Crimean Royal Guard. He answers directly to his superior, Geoffrey.

Three years ago, during the Mad King's War, Kieran was unable to higher than captain of the 5th Platoon. However, in recognition of his deeds in the war, he was able to rise all the way up to vice-captain of the Royal Guard. His impulsive personality and tendency to not listen to others has remained unchanged, however, which is a source of constant bewilderment for Geoffrey. On the other hand, his love and sense of duty toward his country and its people also remained unchanged as his primary motivation in fighting.

Kieran received personal orders from Geoffrey to fight in order to prevent Duke Ludveck of Felirae's coup d'état. Around that time, his superior Geoffrey (who Kieran has great respect toward) granted him a silver axe as a gift. Kieran was elated to the point of forgetting his place.

✣ ***Crimea***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Marcia

Marcia ✣マーシャ

PERSONAL DATA

Species:	Beorc
Class:	Pegasus Knight > Falcon Knight > Seraph Knight
Affinity:	Fire
Origin:	Begnion
Approx. Age:	21

✣ ✣ ✣ ✣ ✣

NOTES

A Falcon Knight formerly part of the Begnion Holy Guard. Makalov's younger sister.
Three years ago, around the time of the Mad King's War, she was discharged from the Begnion Holy Guard. Her brother Makalov squandered his money on gambling (again) and so she set off in search of him, causing her to sortie with some pirates. She was saved by the Greil Mercenaries and eventually joined the Crimean Liberation Army to restore the nation of Crimea. After the war was over, she was allowed to readmit to the Guard by her former commander Tanith, but she reluctantly declined and decided to stay in Crimea as one of the Royal Knights.

When the palace erupted into a civil dispute over Elincia's rule of the throne, she confided in Marcia her qualms regarding the court. Marcia responded with some much needed pep talk. Through all this time, her disdain towards her brother has never wavered, often shooting daggers at him when she finds him sulking in Calill's bar.

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Makalov

✣マカロフ Makarov

PERSONAL DATA

Species:	Beorc
Class:	Sword Paladin > Gold Knight
Affinity:	Thunder
Origin:	Begnion
Approx. Age:	23

✣ ✣ ✣ ✣ ✣

N O T E S

A Sword Paladin who works for the Crimean Royal Knights. Marcia's older brother.

He has a great love for gambling, but is careless to the point of misfortune. He is a rather difficult person to deal with and often racks up rather large debts which he then skips on paying. During the Mad King's War, he was forced to work under a vicious merchant in order to pay back a debt. He met Marcia during a battle, who managed to persuade Makalov to reluctantly join her side. After the war, he would frequent Calill and Largo's bar in Melior (Crimea's capital). He would often drink and get drunk by midday, however, and get scolded by not just Largo and Calill, but even by their daughter Amy as well. If it was anyone other than the benevolent Queen Elincia ruling over Crimea, Makalov would no doubt have been stripped of his knighthood already. His superior, Geoffrey, who is constantly appalled by Makalov's behavior, doubted his ability from the start and eventually gave up on him entirely.

He feels no particular attachment to his motherland of Begnion, nor does he hold any prejudice toward one's race or social status. These positive traits receive special attention and exaggeration from Astrid who holds him in high regard.

✣ *Crimea*

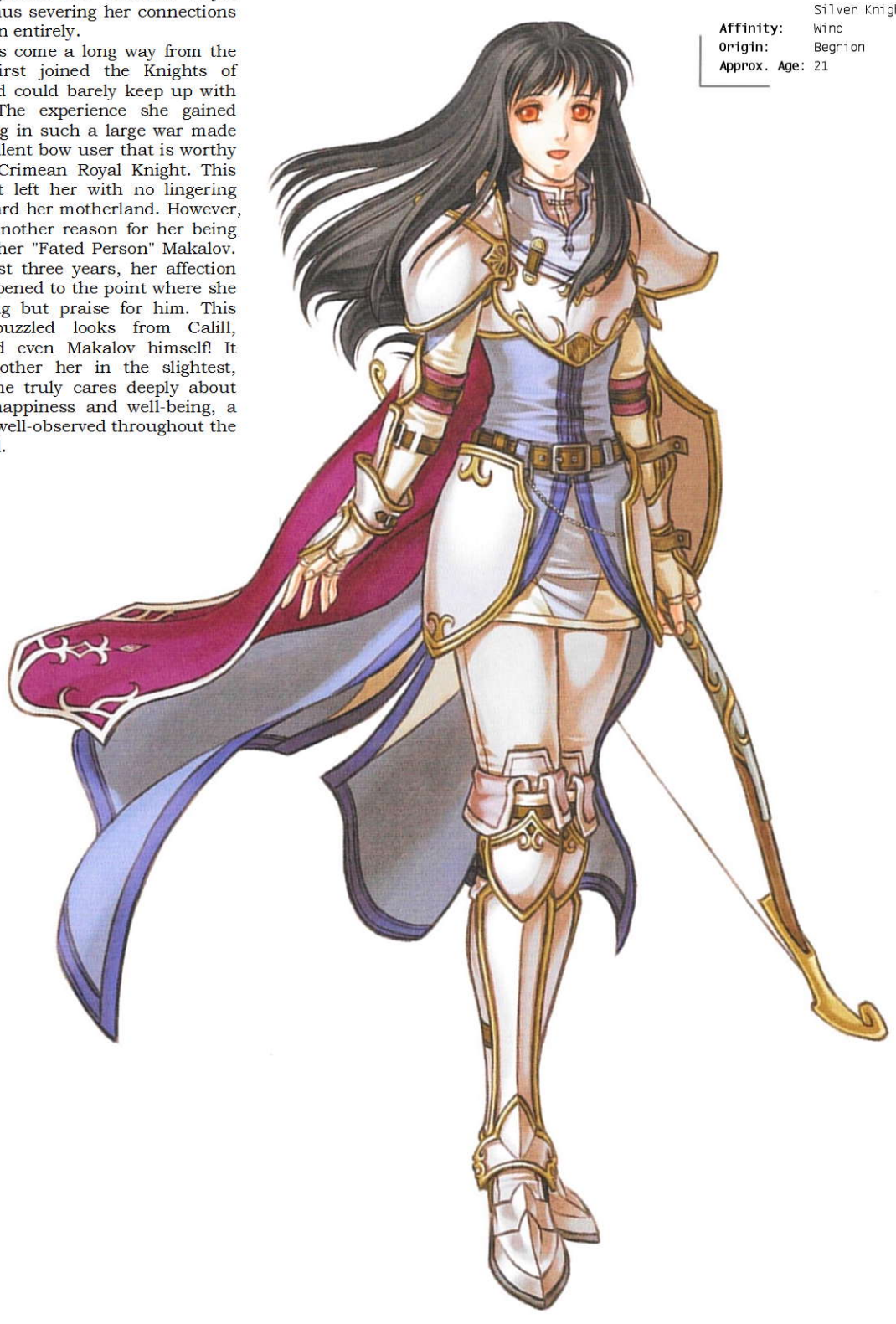
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Astrid

Stella ✣ステラ

PERSONAL DATA

Species:	Beorc
Class:	Bow Paladin > Silver Knight
Affinity:	Wind
Origin:	Begnion
Approx. Age:	21



✣ ✣ ✣ ✣ ✣
NOTES

A Bow Paladin who is part of the Crimean Royal Knights.

Born to House Damiel, a noble family in Begnion, Astrid was originally set to be wed in a strategic marriage with Senator Lekain --a man older than her own father. She took her chance to escape and ended up joining the Knights of Begnion. After assisting the Crimean Liberation Army during the Mad King's War, she joined the Crimean Royal Knights --thus severing her connections with Begnion entirely.

She has come a long way from the time she first joined the Knights of Begnion and could barely keep up with a march. The experience she gained from fighting in such a large war made her an excellent bow user that is worthy of being a Crimean Royal Knight. This achievement left her with no lingering regrets toward her motherland. However, there was another reason for her being in Crimea: her "Fated Person" Makalov. Over the last three years, her affection for him deepened to the point where she says nothing but praise for him. This leads to puzzled looks from Calill, Marcia, and even Makalov himself! It does not bother her in the slightest, however. She truly cares deeply about Makalov's happiness and well-being, a fact that is well-observed throughout the royal capital.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Brom

✣チャップ Chap

PERSONAL DATA

Species:	Beorc
Class:	Axe General > Marshall
Affinity:	Water
Origin:	Crimea
Approx. Age:	41

✣ ✣ ✣ ✣ ✣

N O T E S

An Axe General from Ohma Village in Crimea. He has five sons and three daughters.

During the Mad King's War, Brom had joined the Crimea Militia and eventually fought alongside Ike and the Greil Mercenaries. From the start, he preferred his plow and hoe to weapons, and yearned to return to the life of a simple farmer as soon as possible as he had no love for battle.

After Crimea's liberation, his wish was granted and he returned to his ordinary and peaceful life with his family. However, he once again decided to don his armor in order to stop Yeardley, who had come as part of a rebel faction to incite the young people of Ohma Village to revolt. The once-timid (and now angered) young villagers attacked him, but Brom shrugged them off with ease, and spoke of his experiences with war in a matter-of-fact way: "Yeah. That's right. [We're murderers.]" He wounded the ignorant young villagers' legs in order to render them harmless.

Brom and Nephenee managed to convey to Elincia and her group that Ludveck was the name of the man behind the rebellion. Made aware of the coup, Elincia moved to quickly take measures to suppress the rebellion.

✣ ***Crimea***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Meg

Meg ✣メグ

PERSONAL DATA

Species:	Beorc
Class:	Armor Sword >Sword General >Marshall
Affinity:	Heaven
Origin:	Crimea
Approx. Age:	16

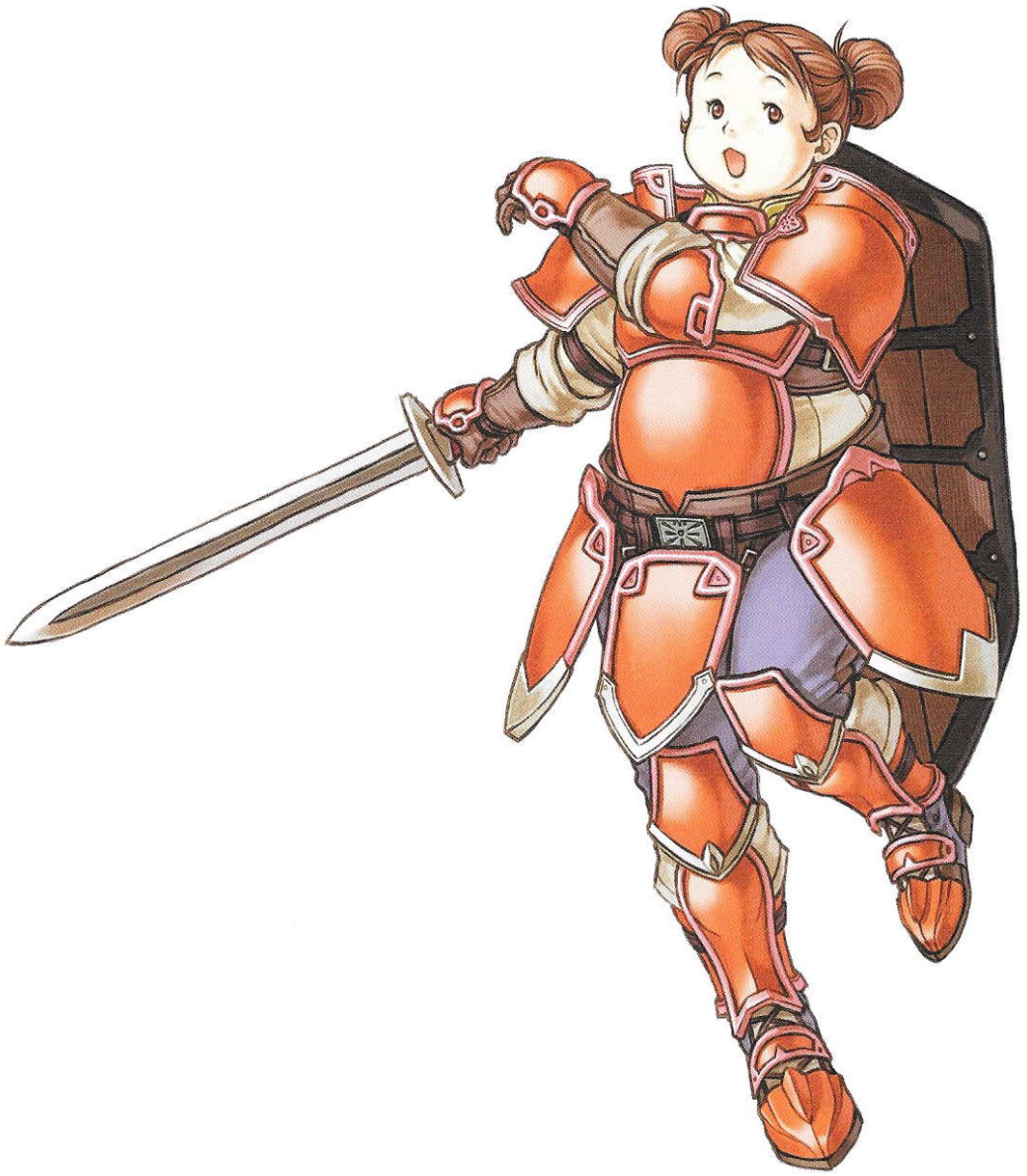
✣ ✣ ✣ ✣ ✣

N O T E S

An Armor Sword from Ohma Village in Crimea. Brom's second daughter.

During the Mad King's War, Zihark had unknowingly become Meg's fiance after a casual discussion he had with Brom. Meg met Micaiah after she traveled all the way from Ohma Village in Crimea to the Desert of Death in Daein to visit her fiancé. She stayed with her from then on.

Her appearance and personality is rather gentle, but she sometimes displays a more stubborn side which she inherited from her father. Her decision to journey all the way to Daein alone left even Sothe astounded.



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Nephenee

✣ネフェニー Nephenee

PERSONAL DATA

Species:	Beorc
Class:	Halberdier > Sentinel
Affinity:	Wind
Origin:	Crimea
Approx. Age:	22

✣ Crimea

✣ ✣ ✣ ✣ ✣ NOTES

A Halberdier from a Crimean village named Ohma.

She is a veteran hero who fought alongside the Greil Mercenaries in the Mad King's War. She is shy by nature and is embarrassed about her country accent. As such, she speaks very little out of fear of it being revealed. For that reason, she kept her distance from others when she was with the Greil Mercenaries and the Crimean Liberation Army and refused to open up. However, she steadily began to change her outlook after meeting Brom (who was also from Ohma) and Calill. She gradually became more open and willing to talk to others.

After the Mad King's War, she returned to a peaceful life in Ohma village. However, she was forced to take up arms once again in order to suppress a rebellion against the Queen, spurred on by Yeardley who had incited the young men of the village.

Nephenee is incredibly beautiful, but hides her face behind her helmet, as observed by Brom. Though he advised her to find a lucky groom, she has yet to meet her type.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Heather

Heather ✣ヘザー

PERSONAL DATA

Species:	Beorc
Class:	Rogue > Whisper
Affinity:	Fire
Origin:	Crimea
Approx. Age:	27

✣ ✣ ✣ ✣ ✣

N O T E S

A Rogue from Crimea who travels around a lot.

She "works away from home" (steals from people in various towns) in order to save money to buy medicine for her sickly mother. Her specialty is using her beautiful looks to lure men into doing her bidding. When she was "working away" in Ohma Village, she met Brom and Nephenee as they were confronting young men who were fired up by Yeardley. Heather ended up helping the two after being taken in by Nephnee's appearance. Though she is a woman herself, she is quite fond of other women too, casting her gaze upon Nephenee at first, but eventually on Lucia and Ilyana too.

She bears a deep grudge against Lord Ludveck because his rebellion led to her being barred from an audience with the "Beautiful Queen" Elincia that she was very much looking forward to.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Calill

✣カリル Calill

PERSONAL DATA

Species:	Beorc
Class:	Fire Sage > Archsage
Affinity:	Dark
Origin:	Begnion
Approx. Age:	26

✣✣✣✣✣ NOTES

A woman who runs a pub in Crimea's capital Melior with her husband, Largo. Though retired, she once served as a Fire Sage that provided great magical support to the Crimean front lines during the Mad King's War. After the war, she married Largo. Together, they run a pub and raise their adopted daughter, Amy.

She is surprisingly kind-hearted, which is the opposite of what one may expect from her way of speaking. People constantly flock to the pub just to hear her sage advice straight from years of experience. Among her regular customers is a certain Makalov -- who never ceases to surprise her whenever he drinks without thinking of the consequences (such as working up a large tab).

Her husband Largo suffered a wound in the last war that left him unable to fight, so Calill came to Queen Elincia's aid on his behalf instead.

✣ *Crimea*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Danved

Wuhalada ✣ウハラダ

PERSONAL DATA

Species:	Beorc
Class:	Halberdier > Sentinel
Affinity:	Fire
Origin:	Unknown
Approx. Age:	35

✣ ✣ ✣ ✣ ✣

NOTES

A Halberdier who lives in the Crimean capital of Melior. He is a close friend of Calill and her husband Largo. With his cheerful nature and peculiar way of speaking, he puts all those at Largo's bar at ease whenever he visits. He does not talk much about his own past, so his origins are unknown.

He resembles a man named Devdan who fought alongside Ike and the Greil Mercenaries during the Mad King's War. However, he denies being the same person. Whether or not he really is that person or his connection to said person remains unknown.

He serves Queen Elincia and the Crimean Royal Knights in Largo's stead, as Largo was wounded during a previous battle and left unable to fight.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ ***Begnion***

Sanaki

✣サナキ *Sanaki*

PERSONAL DATA

Species:	Beorc
Age:	13
Class:	Empress
Affinity:	Light
Origin:	Begnion

✣ ✣ ✣ ✣ ✣

N O T E S

The 37th empress of Begnion who also serves as the apostle. Her full name is Sanaki Kirsch Altina.

Begnion's apostles can only be girls who have descended from the first empress Altina. It is implied this is not just a formality or customary, but because the girls born with her blood hold the power to "read the hearts of others" and "hear the voice of the goddess." In addition, the "Galdr of Release" which is passed down generation to generation can only be sung by Altina's genealogy. However, Sanaki is unable to do any of these. It is a closely guarded secret in order to prevent disorder and a source of worry for Sanaki as to whether or not she is the true apostle or not. After she witnesses Micaiah sing the "Galdr of Release" and awaken the goddess, her feelings of envy and self-doubt deepen even further.

The secret history revolving around the apostle slowly came together piece by piece. The senate orchestrating Misaha's assassination in order to install a puppet, and Altina's descendants being the result of a union between her and Lehran (a beorc and laguz) eventually lead to the confirmation that the apostles themselves are indeed branded. It was not Altina's blood that passed the power down the generations, but rather, her partner Lehran –one of the heron clan. The truth is, Sanaki was installed to be no more than a puppet for the senate in order to quell domestic unrest after the 36th Apostle Misaha's assassination led to a temporarily apostle-less Begnion.

Sanaki was disappointed to have learned that she was not the true apostle. But, she was still officially the empress of Begnion, and resolved to use her influence as such to help create a new world.

scanned/edited/translated by: @maikantopia
kantopia.wordpress.com

Sephiran

Cepheran ✣セフェラン

PERSONAL DATA

Species:	Beorc
Class:	Chancellor
Affinity:	Light
Origin:	Begnion
Apparent Age:	28

NOTES

Duke Persis of Begnion, and head of the Begnion Senate. He is a gifted man who also holds the title of Chancellor. He is well-known for being a handsome young man who assists the young Empress Sanaki in seeking to create a virtuous and impartial government. However, "Sephiran" is just a false name to mask his true identity –his real name is Lehran. He was the Black Heron of ancient times who supported the "Three Heroes" (the Swordswoman Altina, Black Dragon Dheginsea, and the Lion Warrior Soan) in their fight against the Dark God Yune. Now, we will explore why the "branded" came to be taboo in Tellius.

It was thanks to Lehran's suggestion that the Goddess Ashera decided to seal Yune inside the medallion rather than erase her entire existence. In exchange, he took a vow that "there would be no war for 1000 years." The plan was that, after 1000 years, Ashera would become one with Yune again, forming the original goddess of creation –known as Ashunera, or the Goddess of Dawn. She would then watch over and protect the world. Since then, Lehran took great care in maintaining stability throughout the world while using galdrar to comfort Yune. He also took the chance to grow more intimate with his partner Altina. However, upon having a child, he discovered that he lost the power his people of the Heron clan were known for –the power of galdrar and ability to hear the voice of the goddess. This phenomenon –where a child of mixed beorc and laguz blood would lead to the laguz parent losing their power – was only known to the Three Heroes at the time. They feared that news of this getting out to the world would cause strife between the beorc and laguz, which would go against the "1000 Year Covenant" they formed. With that in mind, Lehran arranged it so that he faked a sudden death and hid himself away in Goldoa, while Altina took on a new beorc husband.

The secret was kept safe at first. But, over the years, more beorc and laguz couples had formed and bore children much like Lehran and Altina had. The "branded" born between them were shunned by beorc and laguz alike, leaving them with no place to go. Eventually, the Three Heroes' and Lehran's fear became reality when such a union between Ashnard and Almedha would eventually engulf the entire continent in a bloody conflict.

For 750 long years, Lehran observed and was puzzled by the conflicts between beorc and laguz while living in Goldoa. It gradually took a toll on his heart and mind, driving him to exhaustion. The climax of his decline came when his descendent and apostle Misaha, who he was quite close to, was assassinated. This eventually led to the "Serenes Massacre," which was what caused Lehran to finally lose all hope for the world. He decided that people did not deserve to exist, and left Goldoa for Begnion. He took in Zelgius – a "branded" of similar circumstance – as his confidant and aimed for the Goddess Ashera to pass her judgement over Tellius. He aimed to expand the war behind the scenes to achieve this goal.

He saw Micaiah as a "branded" with potential use, and so would send the Black Knight to protect her in times of danger. However, he was unaware she was actually Misaha's successor –the true Apostle. Had he known that sooner, history may have taken a very different turn.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Zelgius

Zelgius

✣ゼルギウス

PERSONAL DATA

Species:	Beorc
Class:	Marshall
Affinity:	Dark
Origin:	Begnion
Apparent Age:	26

✣ ✣ ✣ ✣ ✣

N O T E S

Duke Cador of Begnion . He is a Marshall renowned throughout both the empire and the continent for his swordsmanship.

A trusted friend of Sephiran, the duke of Persis. In order to guarantee Sephiran's safety, he stood as the supreme commander of the Begnion Army against Ike and the Laguz Alliance.

One of Zelgius's ancestors on his father's side had formed an intimate relationship with a laguz. The result of this led to the "brand" Zelgius bears on his back. Working with Begnion aristocrats who detest the laguz, he had to keep his status as "branded" as a closely guarded secret –meaning he kept his distance and never formed lasting relationships to start a family. In order to escape such an inhospitable environment, he moved north and became an officer in the Daein Army. It was there he met Gawain (later known as Greil), one of the "Four Riders," and looked up to him as a mentor in sword combat. For someone who had grown up an outcast and in isolation, it was easy to see why he so admired Gawain –not just for his impeccable swordsmanship –but for simply befriending someone like him. Zelgius's life in the Daein Army was quite ideal for him as a result. One can say his obsession with trying to reach Gawain's level of swordsmanship started from here. However, he feared that as the years passed, it would become increasingly obvious that he was one of the "branded" due to how they age differently. He encased himself in full armor, and did his best to keep his distance from other people. Despite these efforts though, in the end, he considered fleeing Daein. It was then he met a wise man going by the name of Sephiran –actually Lehran – and confessed all of his hardships and burdens to him. It was in this way that the continent's wisest man Sephiran and strongest warrior Zelgius crossed paths, and from then on, traveled the same road.

After several years passed, Sephiran had put his plan of resurrecting the Dark Goddess through a continent-wide war into action. Zelgius donned his armor and moniker as the "Black Knight." He would infiltrate Daein by working under Ashnard –who had become king after murdering his own father. The continent thus saw itself plunged into "The Second Daein - Crimean War." It was during the chaos of the conflict he encountered his former instructor Greil, and saw his sword skill was a mere shadow of its former self. Though he defeated Greil in a duel to the death, Zelgius lived to regret this victory.

After that, Zelgius saw an unpolished version of Greil's swordsmanship in his mentor's son and successor, Ike. It was from there he became obsessed with facing Ike throughout the war.

He has another side to himself, however. Despite being Begnion's Duke Cador, Zelgius is a thoughtful and honorable general, earning him great respect from his subordinates and citizens alike. After the end of the "Mad King's War," he lived his life simply as Zelgius, keeping the "Black Knight" side of himself dormant.

Eventually, Sephiran's plan came to fruition when the Goddess Ashera was awakened. Zelgius eagerly awaited Ike as "The Black Knight" in the Tower of Guidance. The two had a long-awaited final duel –where Ike had perfected his style and fought like his father did in his prime.

Soon after this, the divine swords Ragnell and Alondite finally returned to the hands of a single hero. Much like the legendary Altina of the "Three Heroes," one could finally wield them together.

✣ ***Begnion***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Sigrun

Sigrun ✣シグルーン

PERSONAL DATA

Species:	Beorc
Class:	Falcon Knight > Seraph Knight
Affinity:	Water
Origin:	Begnion
Approx. Age:	28

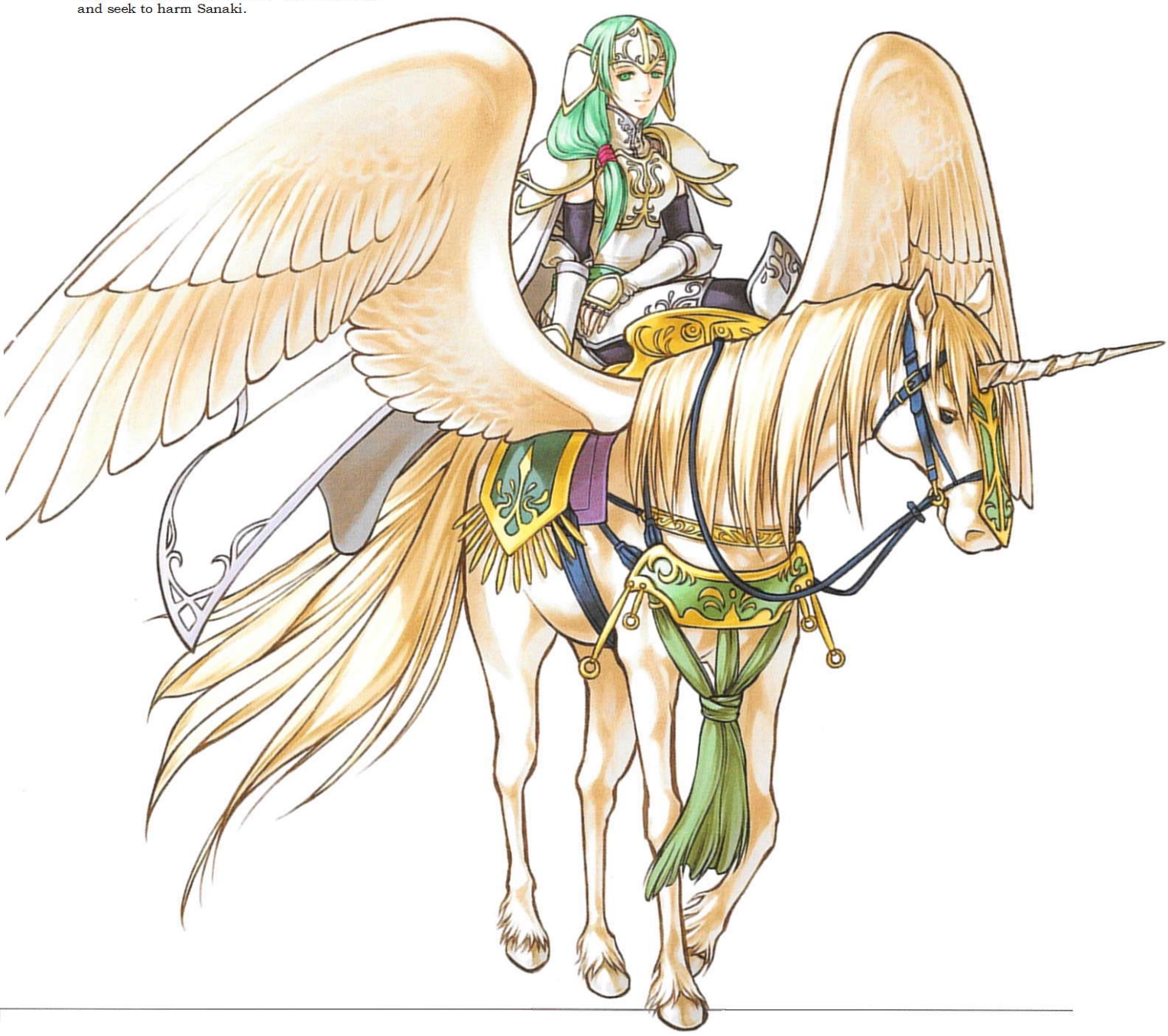
✣ ✣ ✣ ✣ ✣

N O T E S

A Falcon Knight who serves as commander of both Begnion's Pegasus Knights as well as the Apostle's elite Holy Guard.

The Pegasus Knights of the Holy Guard consist of the most elite daughters of noble houses that serve directly under the Apostle. They are an independent faction from the rest of Begnion's army, and as such are able to provide swift protection to the Apostle in times of emergency.

Sigrun pledges allegiance to Sanaki herself, rather than "The Empress of Begnion" or "the Apostle." As a result, when Lekain had revealed Sanaki to be nothing but a fake apostle, Sigrun was able to cheer her up with reassurances of where her allegiance actually lies. She also calmly refuted Lekain's claims regarding a false apostle not being fit to be empress by citing Begnion law. In fact, the positions of empress and apostle are entirely different. It just so happened that Altina's descendants had managed to satisfy both roles for generations. That being said, the normally calm and collected Sigrun does have moments where she showcases her anger –mostly toward those who disparage and seek to harm Sanaki.



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Tanith

✣タニス Tanis

PERSONAL DATA

Species:	Beorc
Class:	Falcon Knight > Seraph Knight
Affinity:	Earth
Origin:	Begnion
Approx. Age:	27

✣ ✣ ✣ ✣ ✣

N O T E S

The Deputy Commander of the Begnion Holy Guard and a Falcon Knight who is a close confidant to the Apostle.

Being Sigrun's right hand woman, her strict personality contrasts starkly with that of her commander. However, like Sigrun, she pledges allegiance to Sanaki herself, not to Begnion, nor to the office of the Apostle. She does this due to her witnessing Sanaki's iron will amidst all adversity in the conflicts surrounding her status as Apostle.

During the Mad King's War, she bonded with Reyson while she protected him, as well as conversing about the inner turmoil concerning her home country. Speaking of the Mad King's War, she confessed her lackluster cooking skills to Oscar of the Greil Mercenaries, who took her under his wing to improve her abilities via special training. She has made a bit of progress since then, as her very honor was on the line.

✣ **Begnion**

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Stefan

Soanevalcke ✣ソーンバルケ

N O T E S

A Trueblade who leads a quiet life in a village he created for his fellow branded in the Grann Desert.

He is a direct descendent of the lion Soan, one of the legendary "Three Heroes" who fought the Dark God Yune in the past to restore peace to the world.

After seeing to the end of the Mad King's War with his own eyes three years ago, he returned to his village. But when he saw Micaiah, a branded, being pursued by Lekain's forces, he appeared in front of her wielding the legendary "Vague Katti." Anyone who attacks a fellow branded is an enemy in his eyes.

When he finally got a chance to confront the Goddess Yune about the branded and the taboo surrounding them, she revealed that she does not even know what a "branded" is. Stefan came to understand the whole reason behind the persecution of his kind was nothing more than a lie spun by some other party. He could not help but break out into a choking laughter, one with a complicated mix of self-mockery, anger, and sorrow.

PERSONAL DATA

Species:	Beorc
Class:	Trueblade
Affinity:	Heaven
Origin:	Begnion
Apparent Age:	29

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Tormod

✣トパック Topuck

PERSONAL DATA

Species:	Beorc
Class:	Fire Sage > Archsage
Affinity:	Fire
Origin:	Begnion
Approx. Age:	16

✣ ✣ ✣ ✣ ✣

N O T E S

A Fire Sage and commander of the Laguz Emancipation Army. Though it bears a grandiose title with "army," it is actually just a gang made up of three people: Tormod, Muarim, and Vika.

He had met Begnon's Empress Sanaki during the Mad King's War, and used this connection to convey the Begnion Occupying Army's atrocities to her by Sothe's request.

He has a sociable personality and tendency to wear his heart on his sleeve. There is a scene where Micaiah still cannot quite get used to his straightforwardness. He became friends with Sothe three years ago due to them being of similar age and physique. But, Sothe grew significantly larger than Tormod in those three years. Tormod holds a grudge toward him for this, and occasionally surprises even Sothe with his childish tantrums related to the matter.

✣ **Begnion**

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Muarim

Mwarim ✣ムワリム

PERSONAL DATA

Species:	Laguz
Class:	Beast Tribe - Tiger
Affinity:	Thunder
Origin:	Begnion
Apparent Age:	27

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

NOTES

A Tiger laguz with the Laguz Emancipation Army, led by Tormod. Tormod was born into a rich merchant's house that employed many slaves, and Muarim taught him about the Laguz slave trade system. Since then, Muarim has become the "Deputy Chief" of the Laguz Emancipation Army and continues to support Tormod as a sort of big brother figure.

At the request of Begnion's Empress Sanaki, Tormod and company assist the Daein Liberation Army. Unfortunately, Izuka, the army's strategist, slipped Muarim the drug that creates "Feral Ones", causing him to go berserk for a short time. Thanks to Nailah's efforts and Heron Prince Rafiel's Galdr of Rebirth, he was able to regain his sanity, but was bedridden for a time due to the terrible toll the release took on his body. A rift formed between them and the Liberation Army due to these events, with Tormod withdrawing from their ranks with his company after the Liberation of Nevassa, the capital city of Daein.

His time as a slave made him keenly observant, and with his talks with Micaiah, informed her of what he knew regarding who she was - that the mark on her hand meant she was a "Branded" - the mark of a beorc with laguz ancestry.

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Vika

✣ビーゼ Vize

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Raven
Affinity:	Wind
Origin:	Begnion
Apparent Age:	17

※Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A woman of the Raven bird tribe who works in the Laguz Emancipation Army, led by Tormod. She was once a laguz slave to a cruel beorc owner long ago, but became a member of the Laguz Emancipation Army after being saved by Tormod and Muarim.

While she is not too mindful of her own appearance, judging by how the "Guardian of Beauty" Oliver feasted his eyes upon her, one can assume she is exceptionally beautiful. She seemed to unconsciously avoid Micaiah when they first met, but they later amicably reconciled after a heart-to-heart, and now see each other as good friends.

✣ *Begnion*

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Jarod

Jeld ✣ジェルド

PERSONAL DATA

Species: Beorc
Class: Halberdier
Affinity: Thunder
Origin: Begnion
Age: --

NOTES

A Halberdier who constantly hindered Micaiah's efforts. He serves Duke Numida of the Begnion Senate.

He is shown to be cruel and perform a variety of inhumane acts in pursuit of the "Dawn Brigade," such as harshly punishing villagers that sought to protect the rogue group.

On the other hand, when he was backed in a corner after being made a scapegoat by Duke Numida, he showed his incredible pride as a soldier of Begnion by staying to die a warrior's death rather than taking the opportunity to make an easy escape. Though the common doctrine within the Begnion Army is for people of noble houses to rise to power, he seems to appoint people based on merit rather than their background. Jarod even honored Alder's dying words, right after Alder was cut down defending Jarod from what would have been a fatal blow from the Black Knight. Since he had hired soldiers based on a merit system, they often felt his punishments were fair and kept him in high regard despite his cruelty.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Lekain

✣ルカン Lekain

PERSONAL DATA

Species:	Beorc
Class:	Saint
Affinity:	Earth
Origin:	Begnion
Approx. Age:	51

✣ ✣ ✣ ✣ ✣

N O T E S

Duke Gaddos of the Begnion Senate. He serves as Vice-Chariman among the Seven Saints of Begnion. Despite being a "saint," he has an incredible lust for power, and is the man responsible for the domestic strife in Begnion through spearheading the campaign against the Apostle.

Lekain took advantage of the confusion surrounding the assassination of Begnion's former apostle, Misaha, and blamed it on the Kingdom of Serenes. This chain of events led to the "Serenes Massacre."

He was once engaged to the young lady Astrid of House Damiel. This was the latter's primary reason for eventually casting away her heritage and fleeing Begnion entirely.

After Daein was liberated, he could no longer conceal the existence of the anti-Apostle faction for long. Adapting to the changing situation, he had Apostle Sanaki and her loyal Prime Minister Sephiran imprisoned, and seized power of Begnion for himself. At the same time, he tricked Pelleas into signing a "Blood Contract," reducing Daein to a mere puppet state [for Begnion]. With it, Lekain was able to send Daein into hopeless battles as part of his schemes.

One can say that Lekain played a major role in all the recent conflicts –the Serenes Massacre, the Mad King's War, Daein's Liberation War, and the Laguz-Begnion War – in some way or another.

✣ ***Begnion***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Hetzel

Hetzel ✣ヘッツェル

PERSONAL DATA

Species:	Beorc
Class:	Saint
Affinity:	Water
Origin:	Begnion
Approx. Age:	64

✣ ✣ ✣ ✣ ✣

N O T E S

Duke Asmin of Begnion. A saint who serves as one of the seven senators of the empire.

He is known for his moderate stance among the senate, and maintains a relatively good relationship with Apostle Sanaki and Prime Minister Sephiran despite ongoing tensions behind closed doors. However, he is weak by nature and reluctant to oppose those in power, having his doubts but being unwilling to rock the boat. As a result, he was unable to publicly question or oppose the inhumane actions of the other senators, and went along with their plans in accordance to the will of the goddess.

Half a year before the "Serenes Massacre," a group of beorc hunters captured Rafiel to sell off as a slave. Hetzel purchased Rafiel and saved his life, which Rafiel is eternally grateful for. However, he also feels that Hetzel is his enemy due to his inability to stop those responsible for Misaha's assassination (resulting in the fall of Serenes), and his constant blame-shifting. Hetzel bears endless feelings of regret and remorse over these incidents, but in the end was still unable to change his stance.

Oliver

Oliver ✣オリヴァー

PERSONAL DATA

Species:	Beorc
Class:	Saint
Affinity:	Fire
Origin:	Begnion
Approx. Age:	40

✣ ✣ ✣ ✣ ✣

N O T E S

Duke Tanas of Begnion. A saint and the lowest-ranking member of the seven senators of the empire. Though a saint in name, it is simply a title bestowed upon him formally by the senate. In truth, he follows a hedonistic and extravagant life of luxury, having grown fat by satiating his every desire. He is a bit of an oddball who describes himself with flavorful adjectives such as "mellow" or "just right."

During the Mad King's War, he faced the Greil Mercenaries deep in the woods of Serenes Forest. He was thought to have been killed, but the senate had actually made arrangements that enabled him to narrowly escape death.

He considers himself to have the most elegant sense of beauty and the fine arts, to the point he claims the title of "guardian of beauty" after meeting the "pretty bird" Rafiel during the Laguz-Begnion war. He even went so far as to oppose the senate that saved his life, forcing himself into the "boorish mercenary" Ike's group. At that time, Ike had frankly expressed his feelings on the matter: "Look... Would you mind rejoining the enemy?" It came to a point where Oliver truly stopped caring about his own well-being.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

The Greil Mercenaries

Ike

アイクIke

PERSONAL DATA

Species: Beorc
Age: 20
Class: Hero > Vanguard
Affinity: Earth
Origin: Crimea (But born in Gallia)

CHAPTER2 ✣✣ CHARACTER

NOTES

A Hero who serves as commander of the Greil Mercenaries. His father Greil was the previous commander. Mist is his younger sister.

He was one of the leading figures in Crimea's restoration during the Mad King's War, having faced off with the "Mad King" Ashnard of Daein and his army. The new Queen Elincia had granted him a court title and land in recognition of his distinguished service in the war. However, Ike disliked being caught up in the politics and in-fighting between the other nobles and renounced his title to return to a life of simplicity with the other mercenaries. Soon after this, he was contacted by Bastian, Count of Fayre, about rumors of a rebellion against Queen Elincia. Bastian had told him that in preparation to counter this with an ambush, Ike and his crew would have to seemingly abandon their homeland of Crimea and go into hiding.

Ike barely has traces of the boy he was just three years ago, both in body and spirit. He has matured and grown considerably, with people who meet him often remarking on his resemblance to his late father. Though there are many women who love his distinct masculine features and personality, Aimee (the Vendor) especially seems head-over-heels for him to the point she attempts to woo him.

Ike shares deep ties with the laguz. So deep were these ties that he decided to join the side of the Laguz Alliance in an all-out war with the powerful Begnion Empire.

Ike shows a warrior side of himself –one who enjoys fighting strong warriors as it gets his heart racing. This is shown when Ranulf reveals to him that the Black Knight still lives. Rather than express what may be normally expected with such a revelation (grief or sorrow), he instead is filled with a strong sense of anticipation. After countless life or death battles against the Black Knight (revealed to be Zelgius), he is finally able to defeat him in a proper duel. At that moment, Ike shows a deep sense of gratitude. He admits that while Zelgius was his enemy and father's killer, he was also a teacher of sorts who guided him. He recognized that his skill with a blade was rugged and unpolished right after he lost his father, and it was only through his countless clashes with the Black Knight that he was able to polish his skills and the secret art of "Aether." In the end, Ike was the wielder of both the divine twin blades –Ragnell, from his father, and Alondite, from Zelgius –mementoes from both his teachers.

Ike's heroic tale intertwined with the truths surrounding Micaiah and her own tale, with the former's story having come to an end in the backdrop of the latter's. Micaiah witnessed young Ike's memories of a certain event. She witnessed the tragic moment Ike's father Greil went mad after touching Lehran's Medallion and murdered Ike's mother Elena. She then sees Lehran come across the young Ike, and, deciding that it would be too much trauma for a young boy to bear, he seals Ike's memories. All of Ike's memories surrounding that event –including when he met Soren –were buried deep down as a result. After regaining his memories, Ike comes to finally understand just why Soren had trusted him so much and remained by his side through thick and thin. His sense of just how dear Soren is to him is renewed.

After countless fierce battles, Goddess Yune blessed him with her divine power –which is where he truly ascended to become "The Radiant Hero."

When it was all over, he disappeared without a trace and became a legend.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com (Special thanks: Soledai of serenesforest.net for transcription)

Mist

✣ミスト Mist

PERSONAL DATA

Species: Beorc
Age: 18
Class: Cleric > Valkyrie
Affinity: Water
Origin: Crimea (But born in Gallia)

✣ ✣ ✣ ✣ ✣
N O T E S

A Cleric who is part of the Greil Mercenaries. Ike's little sister.

She is usually in charge of domestic chores, such as patching up Ike and Boyd's clothing. Though her cooking ability is not quite up to par yet, she secretly practices regularly. Thanks to these sessions, her skill is at a point where people can now eat her food without worrying: "Am I going to live through this?"

During the Mad King's War, Mist had become close friends with Jill. When she sees Jill once again fighting under Daein's banner, she manages to convince Jill to turn her back on Daein like she had done years ago. Mist's straightforward and cheerful personality that has no hidden side to it puts those around her at ease from their troubles and hardships.

Thanks to having the blood of her mother Elena, the "spirit of order" within her is much higher than the average person. This enables her to be one of the very few who can safely touch the Medallion. She could hear the echoes of the sealed "spirit of chaos" (Yune) from within the Medallion pleading Mist to release her through the "Galdr of Release." Understanding this, she called for Apostle Sanaki who knew the proper melody. Upon [Yune's] release, the Goddess Ashera consulted Lehran and passed her judgement on the world.

✣ ***Greil Mercenaries***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Titania

Tiamat ✣ティアマト

PERSONAL DATA

Species:	Beorc
Class:	Axe Paladin > Gold Knight
Affinity:	Light
Origin:	Begnion
Approx. Age:	33

NOTES

An Axe Paladin who serves as Vice-Commander of the Greil Mercenaries.

She has been with the mercenaries since its inception, having supported the former commander Greil. She and Soren aid the current commander Ike with logical tactical advice to balance his otherwise impulsive behavior.

She was once part of the Crimean Royal Knights, as can be seen by the design of the armor she habitually wears. It was during her time as a Royal Knight that she had met Greil in Gallia. Even three years after Greil's death, she still mourns him with a heavy heart.

As many of the members of the Greil Mercenaries were young, she played the role of both older sister and mother. She has witnessed and protected members like Ike, Mist, and Boyd as they grew and matured through the years.

She has a rather serious personality, likely due to the burdens she secretly carries –much like Oscar and Rhys.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Soren

✣セネリオ Senerio

PERSONAL DATA

Species:	Beorc
Class:	Wind Sage > Archsage
Affinity:	Dark
Origin:	Daein
Apparent. Age:	16

✣ *Greil Mercenaries*

✣ ✣ ✣ ✣ ✣
N O T E S

A Wind Sage who serves as staff officer and strategist of the Greil Mercenaries.

He has deep trust in Ike, but will rarely open up to any other beorc or laguz. However, after the Mad King's War, his outlook started to change ever so slightly, and he would be seen talking to others such as Titania and Ranulf as well. He is knowledgeable in the ways of war, and has been acknowledged by Titania to have saved the Greil Mercenaries from various dilemmas and guided them to victory countless times.

His plans at some of the decisive clashes between Begnion and the Laguz Aliance –such as how they would throw the guard of the "impregnable" Fort Mugill into disarray as well as the Ribahn River crossing to hit the enemy –served to successfully change the mind of Skrimir who once looked down upon his ingenious plans. Despite that, Soren still has mixed feelings due to the hated "brand" he bears upon his forehead since childhood –reminding him of the years that the laguz refused to even acknowledge his existence.

Fellow branded often have the tendency to unconsciously recognize one another. For that reason, it may have been why he was able to quickly deduce Micaiah's true colors.

Through Ike's fateful memories of the medallion being restored, Soren's own secret circumstances of birth were revealed as well.

As far as he was aware, he was sold to an old sage in Gallia by his foster parents, and considered himself to have no blood relatives. After the man passed away, Soren was left unable to speak and close to death by starvation until a boy reached out a helping hand. That boy was Ike, living with his father Greil in Gallia at the time. It was thanks to that mere act of kindness that Soren has absolute trust in Ike, a feeling that became mutual upon Ike regaining this memory. However, another shocking truth lay behind this event.

It relates to how the long lost child between Ashnard and Almedha would be one of the "parentless" who bears a "brand of mixed heritage" upon their forehead. Izuka led Almedha to firmly believe that Pelleas was her son –but he was in fact just someone with the "Mark of a Spirit Charmer." When Almedha laid her eyes upon Soren, however, it all made sense to her...

However, Almedha did not introduce herself to Soren as his mother. It was a truth that she would continue to hold forever buried within her heart, never known to history. As far as Soren was concerned, his past as the prince of Daein among other things was not really of any interest – because he had forged and traveled his own path.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Rhys

Kilroy ✣キルロイ

N O T E S

A Bishop who is part of the Greil Mercenaries.

He used to live a life of healing the sick in a certain village, until, one day, he by chance came across a wounded Titania. He healed her and eventually ended up joining the Greil Mercenaries as a result.

He has been frail since childhood, as well as a little bit introverted. He also dreads the sight of blood. He is both helpful and reluctant to say no, so there are many cases where he gets somewhat troublesome requests from his more vigorous allies such as Mia or Kieran.

When he is dragged along to watch Mia and Ike spar, he says that he is able to better brace himself at the sight of blood if he actually witnesses the cause itself –something that he mentions that he learned the hard way.

PERSONAL DATA

Species:	Beorc
Class:	Bishop > Saint
Affinity:	Fire
Origin:	Crimea
Approx. Age:	26

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Gatrie

✣ガトリー Gatrie

PERSONAL DATA

Species:	Beorc
Class:	Lance General > Marshall
Affinity:	Light
Origin:	Crimea
Approx. Age:	28

✣✣✣✣✣
NOTES

A Lance General and a member of the Greil Mercenaries. He possesses a *joie de vivre* that not even the most dire of circumstances can crush. He has a longstanding friendship with Shinon, and looks up to him like an older brother. He often consults Shinon and goes out with him for drinks. He has a bad case of having love at first sight when it comes to women, often found chanting, "It's destiny! That girl and I are fated to be together!" Though he stays positive even if it doesn't end so well. Even when it's a female laguz, he will call out to her. Be it beorc, laguz, or anyone in-between, he will fall for her. He views people as being good and trusts them easily, but it makes him rather susceptible to being swindled for his money (among other things).While Gatrie personally doesn't care much either way, how or why Shinon puts up with it is a mystery.

The Greil Mercenaries

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Shinon

Chinon ✣シノン

PERSONAL DATA

Species:	Beorc
Age:	30
Class:	Sniper > Marksman
Affinity:	Thunder
Origin:	Crimea

✣✣✣✣✣ NOTES

A Sniper who is part of the Greil Mercenaries.

He had been a part of the group since Greil first formed it. He is quite sarcastic, with a pointed attitude toward everything. However, a rare exception to this was the former commander, Greil –who he held in high regard and had deep faith in due to his unparalleled strength. For that reason, Shinon had quit the group in protest after Greil's death. He saw Greil's hereditary successor Ike as inexperienced and lacking all the qualities that Greil had. However, he rejoined the group later on after recognizing Ike had grown much stronger.

After the Mad King's War, he continued to polish his bow skill. During the Crimean Rebellion, Lucia had gotten captured and faced execution by hanging. Right at the moment she was to be hanged, Shinon showed off his skill when he shot an arrow to cut the rope right above her head with great precision from atop a faraway tree.

He is not just a master of using the bow, but in making bows too. He recognizes Rolf as his pupil as he sees great talent in him –and, in turn, Rolf looks up to Shinon and his remarkable ability for guidance.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Oscar

✣オスカー Oscar

PERSONAL DATA

Species: Beorc
Age: 24
Class: Lance Paladin > Silver Knight
Affinity: Earth
Origin: Crimea

✣ ✣ ✣ ✣ ✣

N O T E S

A Lance Paladin who is part of the Greil Mercenaries. He is Boyd and Rolf's older half-brother. As the oldest of them, he also plays the role of foster parent.

He returned to life as a private mercenary along with Ike who had relinquished his court title.

He encountered Rolf's real mother by chance while in Begnion. Despite feeling conflicted emotions at first, he still addressed her in a composed manner when she had come and tried to take Rolf away.

While obviously skilled with a lance, he is also quite talented at cooking healthy meals. His delicate mix of ingredients appeals to the tastes of both laguz and beorc alike.

Kieran of the Crimean Royal Knights still shares a one-sided rivalry with Oscar. Even though Oscar is no longer part of the Royal Knights, Kieran still refers to him as his "eternal rival."

✣ ***Greil Mercenaries***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Boyd

Bole ✣ボーレ

PERSONAL DATA

Species:	Beorc
Class:	Warrior > Reaver
Affinity:	Fire
Origin:	Crimea
Approx. Age:	21

NOTES

A Warrior who is part of the Greil Mercenaries. He is half-brothers with Oscar and Rolf. He is the second oldest of the three.

In the three years since the Mad King's War, he managed to significantly build up his physique alongside Ike. It got to the point where his clothes would often tear from being too tight, which Mist would then have to patch up for him. He is still rough and frank as ever, often scuffling with Rolf who is going through puberty. Mist often chides Boyd for this.

Despite what he says, Boyd does care deeply for Rolf. One can catch a glimpse of such an instance with the mixed emotions Boyd feels when Rolf's birth mother comes to take him away.

He seems to have more feelings toward Mist than he does for his own family, often expressing his deepest thoughts to her rather than his brothers. When the two fight alongside each other on the battlefield, Boyd prioritizes Mist's well-being first and foremost.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Rolf

✣ヨファ Lofa

PERSONAL DATA

Species:	Beorc
Class:	Sniper > Marksman
Affinity:	Wind
Origin:	Crimea
Approx. Age:	15

✣ ✣ ✣ ✣ ✣

N O T E S

A Sniper who is part of the Greil Mercenaries. He is the youngest of three brothers, with his two older brothers being Oscar and Boyd. He is a half-brother to the other two.

He has matured considerably since the Mad King's War three years prior. He was promoted from doing menial duties and shines as someone with great combat potential. However, some things remained unchanged, such as quarreling with his brother Boyd, with Mist having to break them up and rebuke them each time. But, despite the fighting, Rolf still shares a deep bond with his brothers. This is seen when he encounters his birth mother by chance while in Begnion. He denies her request to leave with her, and instead chooses to stay with his brothers and the mercenaries.

He is Shinon's pupil in both the art of crafting and using the bow. He takes in every little bit of knowledge his teacher gives him. He earns some pocket money for himself by selling his crafted bows to Aimee's shop.

At some point, he had stopped calling Mist endearing nicknames as he used to, perhaps due to the complicated feelings that come with puberty in men.

✣ ***Greil Mercenaries***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Mia

Wayu ✣ワユ

PERSONAL DATA

Species:	Beorc
Class:	Swordmaster > Trueblade
Affinity:	Fire
Origin:	Begnion
Approx. Age:	20

NOTES

A swordmaster who belongs to the Greil Mercenaries.

She enjoys polishing her skill with the blade to the fullest, and has no patience for those who discriminate against her for being a girl. She trains rigorously every day to prove wrong those who say a girl lacks the physical strength or stamina to wield a sword. She fights for neither country nor ideology, but rather as a way to quickly improve her skills, and so she remained with the Greil Mercenaries even after they finished fighting on Crimea's behalf. When she spots someone she deems skillful, she says her favorite phrase: "I want to duel them!" But if she (somehow) senses even the slightest hint of discrimination, she will suddenly mercilessly attack them with her sword.

She calls Ike "boss" and spends a lot of her free time challenging him to more duels with actual weapons than any other subordinate of his does. Despite that, she has still not won a single match.

With that sort of life, Mia is bound to end up with plenty of wounds --which is where Rhys comes in to heal her injuries. Mia is the sort who does not learn her lesson despite the repeated injuries, which causes Rhys to worry about her constantly.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Volke

✣フォルカ Volke

PERSONAL DATA

Species:	Beorc
Class:	Assassin
Affinity:	Wind
Approx. Age:	36

✣ ✣ ✣ ✣ ✣

N O T E S

A skilled intelligence gatherer with no loyalty to any one country or lord. He will do anything for the right price. He is also a remarkable Assassin who goes by the name of "Fireman."

He had formed a contract with Greil in the past, and eventually ended up fighting alongside Ike during the Mad King's War. Bastian often relies on Volke to do secretive missions for him, and the two have built a unique relationship on mutual trust that goes beyond a simple contractual relationship.

He is very particular about being paid in advance, and is never willing to cooperate unless he is paid upfront – regardless of if his close acquaintances or even the world is in great danger. Even when he was asked to hunt down an escaped Izuka who summoned "feral ones," he still demanded 3000 gold before fighting on Elincia's behalf.

✣ *Greil Mercenaries*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ *Gallia*

Caineghis

Caineghis

✣カイネギス

PERSONAL DATA

Species:	Laguz
Class:	Lion King
Affinity:	Earth
Origin:	Gallia
Apparent Age:	45*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

NOTES

The king of Gallia and a Lion of unmatched fighting ability. Though he is famed for his impartiality, wisdom, and strength, it has been said that he was as boisterous and brash as Skrimir in his youth. He was good friends with Crimea's former king Ramon (Elincia's father) despite the tensions that exist between their races. He shared similar bonds with Ike's father Greil as well as Titania (back when she was one of the Crimean Royal Knights).

When preparing for the showdown with Ashera, he and Giffca were guided by a voice in their dreams. They were to retrieve Greil's memorial battle axe Urvan from his grave and entrust it to Ike. While not as likely to stand on the front lines as he did in his youth, his remarkable abilities befit his status as the Lion King and king of beasts among the laguz kings. He does not say it out loud, but he greatly looks forward to hearing of Skrimir's deeds and accomplishments. (Partial Astro)

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Skrimir

✣スクリミル Skrimir

PERSONAL DATA

Species:	Laguz
Class:	Lion
Affinity:	Fire
Origin:	Gallia
Apparent Age:	25*

※ Laguz age in beorc terms

✣ *Gallia*

✣✣✣✣✣ NOTES

A Lion of remarkable combat prowess and nephew of Gallia's King Caineghis. Because Gallian kingship is passed on by ability and not heritage, he appears to be a little overconfident in his strength. He was forbidden from partaking in the Mad King's War due to his penchant for reckless bloodlust and inability to resolve even domestic affairs. Though Soren (and some others) frankly point out these flaws, Skrimir is generally loved by and has the support of his subjects for his courage (fitting for a Lion) and his tendency to not worry about the small things. After suffering an injury from his fight with Zelgius (the Black Knight), he painfully learned the shock of defeat and the value of tact. He personally apologized to Ranulf for his blunder, showing signs of personal growth. There was a scene where he feigned strength even when injured for the sake of his comrades, which greatly warmed Ranulf's heart.

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Giffca

Giffca✣ジフカ

NOTES

A beast laguz from the lion tribe and the trusted confidant of Gallia's King Caineghis. He is also known as the "King's Shadow" due to his beast form being a massive lion with jet-black fur.

He often stands-in for the king and relays his intentions as internal affairs hold Caineghis back from being able to leave Gallia. One particular scene of note was when Giffca gave Skrimir a Satori Sign (a precious treasure among the laguz) on behalf of Caineghis.

He's a man of few words and not much for conversation, but his sharing of joys and sorrows with King Caineghis as his right hand man since childhood have forged them a bond thicker than blood.

PERSONAL DATA

Species: Laguz
Class: Lion
Affinity: Dark
Origin: Gallia
Apparent Age: 46*

※ Laguz age in beorc terms

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Ranulf

✣ライ Lay

PERSONAL DATA

Species:	Laguz
Class:	Beast Tribe - Cat
Affinity:	Wind
Origin:	Gallia
Apparent Age:	23*

※ Laguz age in beorc terms

✣ Gallia

NOTES

A warrior who serves King Caineghis of Gallia as a cat-type beast-tribe laguz. Both his eyes are of different colors. He is Kyza and Lyre's superior officer.

Despite matching some of Gallia's most elite officers in terms of true strength, he still has the appearance of a young man. He is both quick-witted and decisive. He is also bright, charming, and friendly, though is still careful not to let his guard down around others. It is for that reason Caineghis finds him to be a valuable asset.

It was three years ago during the Mad King's War where he encountered the man he would come to place deep faith in – Ike. He found Ike's frank, pure, and uncalculating personality to be quite likeable.

After the Goddess passes her judgement, Largo and Calill's adopted daughter Amy was the only one left in Crimea's capital, Melior. There is a scene where Ranulf displays a much gentler side to himself when comforting her.

His hard-working and more sensible side often leads to misfortune, however. From things like facing Zelgius in combat to trying to steer Skrimir the right way often leads to him gaining quite a few serious injuries. He also finds his two subordinates Kyza and Lyre to be a constant source of stress. Caught in a love triangle (that he does not want to be part of) between them, he suffers through the two fighting out of both love and hate.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Kyza

Kisa ✣キサ

PERSONAL DATA

Species:	Laguz
Class:	Tiger
Affinity:	Light
Origin:	Gallia
Apparent Age:	19*

* Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A warrior who serves King Caineghis of Gallia as a tiger-type beast-tribe laguz. Ranulf is his superior officer, while Lyre serves as his subordinate. As part of the Laguz Alliance, he clashes with the Daein Army under orders from King Caineghis.

He is polite regardless of whom he is speaking to, and keeps a formal tone which may make him come off as gentleman-like. However, when speaking to close friends instead of strangers, he drops his "public behavior" and shows his (true?) personality – which is more like that of a woman in both words and actions.

He is particular about earning his superior officer Ranulf's favor. As such, there are often squabbles between Kyza and Lyre when it comes to things regarding Ranulf.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Lyre

✣リィレ Lire

PERSONAL DATA

Species:	Laguz
Class:	Cat
Affinity:	Thunder
Origin:	Gallia
Apparent Age:	18*

※ Laguz age in beorc terms

✣ *Gallia*

✣✣✣✣✣ NOTES

A warrior who serves King Caineghis of Gallia as a cat-type beast-tribe laguz. Ranulf and Kyza are her superiors, and Lethe is her elder twin sister. Though her sister Lethe is an incredibly rigid warrior, Lyre is anything but. Those around her see her as a spoiled child that is not fit to be on the battlefield.

Lethe is often strict to Lyre because she cares about her well-being, but it led to them becoming estranged for a long time. However, they reunited within the Laguz Alliance and reconciled. Lyre found happiness by being able to fight alongside the sister she loves.

She often becomes a fierce (?) woman and fights with Kyza when it comes to winning Ranulf's affection – which is a great cause of annoyance to Ranulf.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Lethe

Rethe ✣レテ

✣ ✣ ✣ ✣ ✣

NOTES

A warrior who serves King Caineghis of Gallia as a cat-type beast-tribe laguz. Mordecai's superior.

She, Ranulf, and Mordecai fought alongside the Crimean Liberation Army during the Mad King's War. The time she spent with Ike and his crew steadily healed her deep-seated hatred of the beorc. She is rather blunt and critical with her sharp tongue, and not very feminine. She strictly adheres to her role as a beast-tribe warrior and commander, often being strict on herself and others.

Her strong attitude can occasionally invite misunderstandings, and was the reason behind her and her dear sister Lyre not speaking to each other for a long time. It was not until they reunited in the Laguz Alliance where they reconciled.

PERSONAL DATA

Species:	Laguz
Class:	Cat
Affinity:	Heaven
Origin:	Gallia
Apparent Age:	18*

※ Laguz age in beorc terms

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Mordecai

Mordy ✣モゥディ

PERSONAL DATA

Species:	Laguz
Class:	Beast Tribe - Tiger
Affinity:	Water
Origin:	Gallia
Apparent Age:	20*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A Tiger warrior of the beast tribes of Gallia who serves King Caineghis. He fought under Lethe alongside Ranulf in the Mad King's War.

He has a gentle personality and abhors conflict, something of a rarity among the combative laguz. Though he is blessed with great physique and prowess, Ranulf determined he is too kind to live up to his full potential.

He holds no hostility or aversion towards the beorc, and his unadulterated kindness leads him to think that they are simply ruled by hatred. Being that the beast tribes need only to communicate via their senses to understand each other, learning the modern tongue of Tellius is still a massive undertaking for him. Making conversation can be difficult as he has only a narrow grasp of the language and a very thick accent.

When hints of war between the Begnion Empire and the Laguz Alliance reached the Crimean townsfolk, they wanted to side with the laguz when they remembered the friendly Mordecai and other Gallians that helped them in their restoration efforts in the past. (Partial Astro)

✣ ***Gallia***

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Tibarn

Tibarn ✣ティバーン

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Hawk
Affinity:	Heaven
Origin:	Phoenicis
Apparent Age:	30*

* Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣ NOTES

The Hawk King of Phoenicis –home of the bird tribe hawk laguz. He is blessed with a strong physique that is extremely rare for a hawk, and also boasts incredible combat prowess which allows him to easily rule the skies.

He used to bear a deep grudge against the beorc (especially those of Begnion) due to the massacre of Serenes Forest, where his brethren of the Heron tribe had lived. In retribution he and his hawks would pillage Begnion ships in the Gazaleah Sea up until the "Mad King's War."

When Crown Prince Raphiel of Serenes had returned from the eastern lands of Hatari, he brought with him dire news of how the Begnion senators were the true masterminds behind the "Serenes Massacre." Hearing this, Tibarn and the Serenes royals petitioned Begnion to explain themselves and reveal the truth. However, the Senate claimed the accusation was groundless and sent no reply. Enraged, Tibarn teamed up with the Kingdoms of Kilvas and Gallia to form an alliance, and sent one final warning to the senate. The senate replied by murdering the messenger, however, which led to an all-out war between the laguz and beorc.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Ulki

✣ウルキ Vulci

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Hawk
Affinity:	Water
Origin:	Phoenicis
Apparent Age:	30*

* Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

NOTES

A bird-tribe hawk who serves as Hawk King Tibarn's trusted left hand. He is gifted with "Vigilance" which enables him to hear sounds at extremely long distances.

Silent by nature, he only speaks as much as is absolutely necessary. Thanks to his sullen look, he is often mistaken for being older than he is, the opposite to what happens to Janaff. He is often misunderstood and seems difficult to please at first glance, but is actually gentle and prudent. It serves as good contrast to Janaff. He, Tibarn, and Janaff have been together since around the time they were born, making the three share an especially deep bond.

As King Tibarn sided with the Laguz Alliance, Ulki once again got to fight side by side along with Ike and his crew.

✣ ***Phoenicis***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Janaff

Janaff ✣ヤナフ

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Hawk
Affinity:	Thunder
Origin:	Phoenicis
Apparent Age:	30*

* Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A bird-tribe hawk who serves as Hawk King Tibarn's trusted right hand. He is gifted with "Insight" which enables him to see extremely long distances without issue.

Cheerful and talkative, he even talks to beorc in a carefree manner. He has rather small stature compared to his larger countrymen, however, and so appears quite young. Janaff himself is pretty sensitive to this, and becomes aggressive when others tease him about it.

Though Tibarn is his king, they do not share the typical lord-servant relationship, and in fact are more like close friends. When the three [with Ulki] of them are together, one can see their banter is quite informal. In one instance of these conversations, their ages are touched upon. Janaff is actually the oldest of them, with at least five years on Ulki. As such, Ulki treated Janaff like an old man at any opportunity he got.

As King Tibarn sided with the Laguz Alliance, Janaff once again got to fight side by side along with Ike and his crew.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ *Kilvas*

Naesala

✣ネサラ *Naesala*

PERSONAL DATA

Species:	Laguz
Class:	Raven King
Affinity:	Dark
Origin:	Kilvas
Apparent Age:	25*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

The black-winged Raven King of Kilvas, home of the bird-tribe raven laguz. He is childhood friends with Reyson and Leanne – the royal siblings of the former Kingdom of Serenes.

His scheming personality and looking out for his own country's interests first and foremost remained unchanged since the Mad King's War, and he continued to do things such as plunder Begnion's merchant ships.

After the formation of the Laguz Alliance, Tibarn led his fellow hawks to attack Begnion supply convoys in order to disrupt the Begnion army from the sky. However, this turned out to be a diversion to keep the king away from his country of Phoenicis. The country was massacred in the king's absence. This betrayal earned Naesala great resentment from Tibarn and all the other laguz. However, it turned out these actions were not Naesala's true intentions, and that he was forced to do them under the "Blood Pact" he was unwillingly a part of. The first king of Kilvas had signed one with the Begnion Senate in order to restore his country, and it passed down through the generations. It means that any king of Kilvas must obey the Senate's will for the sake of their own countrymen.

However, it came to his attention that the contract's owner was not the Begnion Senate specifically, but rather the Empire of Begnion as a whole. This means by deciding to obey Empress Sanaki instead, he could free his countrymen from the cursed reigns of the Begnion Senate.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Nealuchi

Nealuchi ✣ニアルチ

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Raven
Affinity:	Fire
Origin:	Kilvas
Apparent Age:	76*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A bird-tribe raven and close associate of the Raven King Naesala, who rules Kilvas.

He's so old that he's said to be the oldest bird among all three bird-tribes. He can even get away with calling King Naesala a "nestling" without any harsh rebuke.

Thanks to his age as well as gentle and prudent personality, he is trusted by the other birds such as Tibarn –even if they have a grudge against Naesala. He is also proficient in both the Ancient Language and modern Tellius Language spoken around the continent. It enables him to be assigned as both a bodyguard and interpreter for Leanne, who has trouble with the Tellius Language (and who Naesala constantly worries for).

Despite his age, his fighting ability after transformation still surpasses many of the younger warriors around him.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Serenes

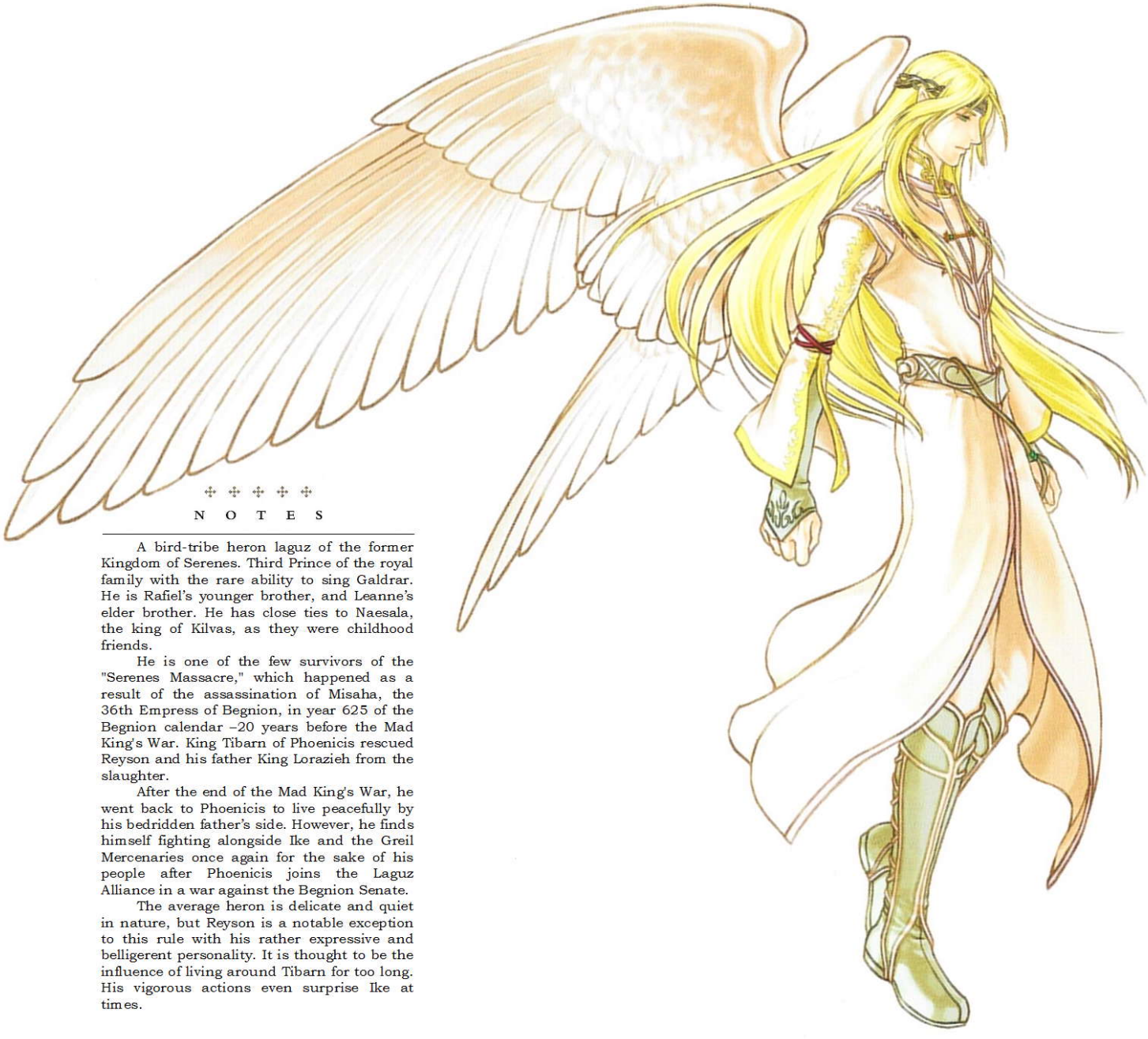
Reyson

リュシオン Rieusion

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Heron Prince
Affinity:	Fire
Origin:	Serenes
Apparent Age:	22*

※ Laguz age in beorc terms



NOTES

A bird-tribe heron laguz of the former Kingdom of Serenes. Third Prince of the royal family with the rare ability to sing Galdrar. He is Rafiel's younger brother, and Leanne's elder brother. He has close ties to Naesala, the king of Kilvas, as they were childhood friends.

He is one of the few survivors of the "Serenes Massacre," which happened as a result of the assassination of Misaha, the 36th Empress of Begnion, in year 625 of the Begnion calendar –20 years before the Mad King's War. King Tibarn of Phoenicis rescued Reyson and his father King Lorazieh from the slaughter.

After the end of the Mad King's War, he went back to Phoenicis to live peacefully by his bedridden father's side. However, he finds himself fighting alongside Ike and the Greil Mercenaries once again for the sake of his people after Phoenicis joins the Laguz Alliance in a war against the Begnion Senate.

The average heron is delicate and quiet in nature, but Reyson is a notable exception to this rule with his rather expressive and belligerent personality. It is thought to be the influence of living around Tibarn for too long. His vigorous actions even surprise Ike at times.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Leanne

Learne ✣リアーネ

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Heron Princess
Affinity:	Water
Origin:	Serenes
Apparent Age:	18*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A bird-tribe heron laguz of the former Kingdom of Serenes. Fourth Princess of the royal family with the rare ability to sing Galdrar. Her eldest brother is Rafiel, with Reyson as her second eldest brother. She has close ties to Naesala, the king of Kilvas, as they were childhood friends.

She was thought to have perished in the "Serenes Massacre." However, she was actually saved by her elder sisters who had put her into a deep sleep instead. 20 years later, in Begnion year 645, she awoke from her slumber. She wandered the woods and eventually encountered Ike and his crew.

After the Mad King's War, she lived in the care of Castle Gallia. However, her eldest brother Rafiel brought word of the truth behind the "Serenes Massacre" which caused the laguz and beorc to edge closer to war. In order to help put a stop to the conflict, she and Nealuchi traveled to Castle Crimea together.

When she first awoke, she could only speak the Ancient Language. But under Nealuchi's guidance, she has steadily been learning the Tellius Language. She gradually became able to speak it in broken sentences. There is a scene where she consoles a stressed Elincia by expressing herself with great difficulty in the Tellius Language.

She shows a more stubborn side to herself that refuses to yield when she puts her mind to something –whether it was the influence of her elder brother Reyson or already within her own nature is unknown. She surprised Lucia by declaring that she wanted to accompany her to Felirae to find evidence that Ludveck was behind the rebellion.

As she had slept for 20 years, both her appearance and outlook has remained youthful and innocent. She can feel the secret burden Naesala carries due with the "Blood Contract," and aims to soothe him from his pain.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Rafiel

✣ラフィエル Rafiel

PERSONAL DATA

Species:	Laguz
Class:	Bird Tribe - Heron Prince
Affinity:	Heaven
Origin:	Serenes
Apparent Age:	24*
Hobby:	Conversing with nature
Talent:	Music (Singing, Instruments, etc.)
Finds Important:	The good in everyone
Likes:	Strong, noble spirits
Dislikes:	Feeble/spineless people

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A bird-tribe heron laguz of the former Kingdom of Serenes. First Prince of the royal family with the rare ability to sing Galdrar. He is Reyson and Leanne's elder brother.

Half a year before the "Serenes Massacre," he was captured by beorc slave-traders in Serenes Forest. He was then auctioned off to be a pet to rich and powerful beorc. He caught the eye of one particularly influential senator, Hetzel, who took him into his care and treated him with hospitality. One cannot deny that the feeble Hetzel may have taken Rafiel in simply out of guilt, but in the end he did save Rafiel's life, which consequently also eventually led to the Goddess herself appearing before the warring beorc and laguz.

Hearing of the "Serenes Massacre," Rafiel fled Hetzel's estate in a flurry of confusion. However, as a result of his trauma from the slave-traders, he still found himself unable to fly with his wings. He lost his way and found himself collapsed and barely alive in the Desert of Death, located in eastern Begnion. Queen Nailah of Hatari had come across and saved him. The two eventually became lifelong partners.

He is the embodiment of what a typical heron is like –soft and delicate. In contrast to Reyson and Leanne who are more vigorous thanks to outside influences, he is the most timid and frail of the three siblings. Since this is the way a heron is supposed to be, Nailah is wary of bad influences on Rafiel, and disapproves of those like Reyson who admire and try to emulate the brave Tibarn.

Among the three siblings, his Galdrar is the strongest. He was able to completely heal Muarim from the effects of the "medicine that creates the feral ones" on his own.

✣ *Serenes*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ Hatari

Nailah

Nike ✣ ニケ

PERSONAL DATA

Species:	Laguz
Class:	Wolf Queen
Affinity:	Wind
Origin:	Hatari
Apparent Age:	31

Hobby:	Braiding Rafiel's hair
Talent:	Not having a weak point
Finds Important:	Her pride as a Queen
Likes:	Beautiful things
Dislikes:	Feeble/spineless people

※ Laguz age in beorc terms

N O T E S

The Wolf Queen of an elusive kingdom within the desert: Hatari.

One day, her beloved Rafiel heard a voice calling out to him. Following his guidance, they embarked on a long and dangerous journey across the Desert of Death. It was when they reached some ruins that they met Micaiah and her group. This was Nailah (and anyone of Hatari's) first chance meeting with someone beyond the desert, confirming Rafiel's talk about the existence of an "outside world."

She is a brave woman who is extremely decisive, powerful among the laguz, and flexible enough to adapt to the ever changing situations she faces. She has a tendency to be on the more belligerent side when compared to other royalty.

She formed a bond with Rafiel after she found him collapsed in the desert 23 years ago. They made intersecting vows and have been together ever since. Her right eye is concealed by an eye patch as it contains a dreadful power known as the "Evil Eye." The Evil Eye is a fearful ability that completely transforms those who gaze upon it into stone. It is unknown whether the power was hereditary or unique to just Nailah, but it certainly adds to her already overwhelming presence as a Queen.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Volug

✣オルグ Olugh

PERSONAL DATA

Species:	Laguz
Class:	Wolf
Affinity:	Earth
Origin:	Hatari
Apparent Age:	21*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A beast tribe wolf laguz who serves Queen Nailah of Hatari – an elusive kingdom which lays within the desert.

He met Micaiah in the Desert of Death, located in the far eastern side of Daein, while he was accompanying Queen Nailah and her husband Rafiel. After their encounter, his queen ordered him to travel with the Dawn Brigade, where he remained in a half shifted form.

He is a man of very few words, and rarely speaks to anyone outside of his own tribe. Though he is quiet by nature, he does not speak the Tellius language all that well either. As such, he has difficulty trying to communicate with others. However, for someone like Micaiah who can read someone's heart, she can understand him even if he speaks very little.

During a conversation between Ike and Nailah regarding the Old Tongue and Tellius language, Volug begins to have a change of heart and shows interest in learning the modern speech in order to better improve his communication capabilities with other races.

Hatari

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ **Goldoa**

Dheginsea

Dheginhansea ✣デギンハンザー

PERSONAL DATA

Species:	Laguz
Class:	Black Dragon King
Affinity:	Dark
Origin:	Goldoa
Apparent Age:	50*

※ Laguz age in beorc terms

N O T E S

The founder and King of Goldoa. He is a living legend, who has continued to rule over Goldoa for its 635 years of history. He is the father of Rajaion, Almedha, and Kurthnaga. He is also one of the "Three Heroes" who defeated the Dark God Yune. He is a Black Dragon King and the strongest warrior among all dragons.

During the Mad King's War, he was obstinate about not intervening in accordance to the covenant he formed with the Goddess Ashera.

"Humanity is not to make war for the next 1000 years as the Goddess sleeps. If the Goddess Ashera is awoken by chaos within the promised time, she will obliterate humanity entirely." –so goes the covenant that the Three Heroes and Lehran forged with the Goddess Ashera back in the age of legends. Once the almighty dragons get involved in the conflict, it results in the world overflowing with chaos.

As the last living member of the Three Heroes, he feels responsible for having put the world on the brink of ruin. He feels deep regret toward the persecuted branded, over the loss of his son Rajaion, and the many other hardships that came about as a result of his nonintervention policy.

After a long bout of indecision, Dheginsea's successor Kuthnaga overcomes his own hesitation and chooses to fight for the future. The true thoughts and feelings his father held but could never tell him would be revealed to Kurthnaga upon his ascension [to the throne].

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

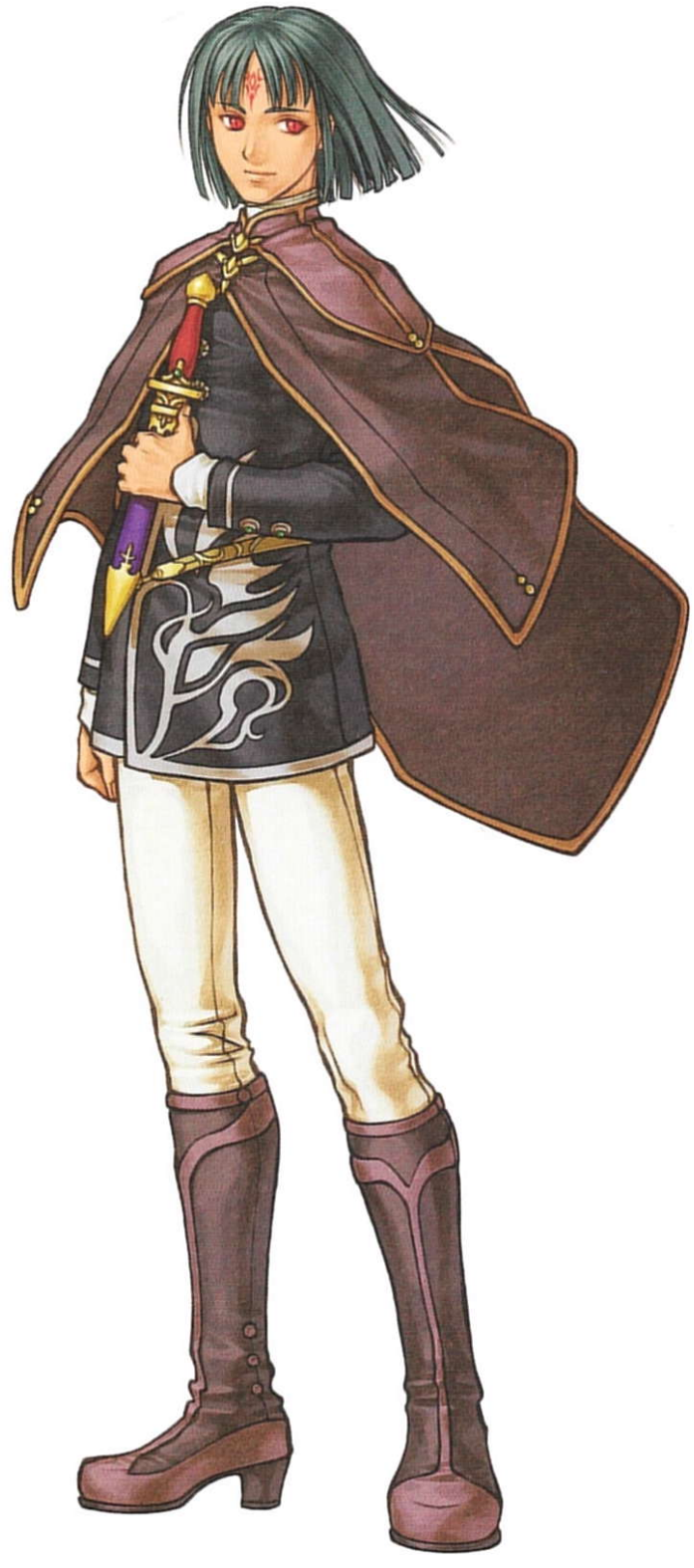
Kurthnaga

Kurthnaga ✣クルトナーガ

PERSONAL DATA

Species:	Laguz
Class:	Black Dragon Prince
Affinity:	Water
Origin:	Goldoa
Apparent Age:	17*

※ Laguz age in beorc terms



✣ ✣ ✣ ✣ ✣

N O T E S

The son of King Dheginsea. He is a Black Dragon and Crown Prince of Goldoa. He is Rajaion and Almedha's younger brother. Though he is the youngest dragon across all the clans, he is over 100 years old –contrary to his outward appearance.

He, Laura, and Aimee were rescued by Micaiah and her crew from Gribe Prison, and temporarily traveled alongside her afterward.

He can be considered rather different than the other dragons, as he is vigorous and filled with boundless curiosity. He has great interest in the affairs of other countries, and while normally a reserved person, he can get a little excited, as seen when he visits the desert for the first time.

His sense of justice, love for his sister Almedha, and friendship with Micaiah leads him to intervene in the Laguz-Begnion War –meaning that not just he, but that the Kingdom of Goldoa itself had technically joined the conflict. It eventually leads to him confronting his father, Dheginsea.

Nasir and Gareth reveal the troubles and hardships to Kurthnaga that Dheginsea could not reveal to him while he was alive. Kurthnaga feels regret for having been so foolish, and vows to uphold his father's wishes as the new Black Dragon King.

✣ ***Goldoa***

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Gareth

Gort ✣ゴート

PERSONAL DATA

Species:	Laguz
Class:	Dragon Tribe - Red Dragon
Affinity:	Thunder
Origin:	Goldoa
Apparent Age:	35*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

NOTES

A Red Dragon of Goldoa who serves King Dheginsea. He has an incredibly strong body that impresses even Dheginsea, and it's rumored he may actually be stronger than the king himself when it comes to pure fighting strength.

Being a member of the dragon tribe he sympathizes with Dheginsea's approach regarding the dragon tribe and isolation from the rest of the world. Nobody (especially beorc) is allowed to enter or leave Goldoa.

After the Mad King's War, Dheginsea revealed the truth behind his isolationism to the other dragons, earning him their and Gareth's absolute obedience. When faced with having to fight the king's beloved son Kurthnaga, who refused and opposed Ashera's judgement on the world, he fulfilled his duty as a member of the dragon tribe in accordance with Dheginsea's wishes and stood in the way of Ike and company in the Tower of Guidance.

Notes partially translated by: AstroknighticalFeats (of serenesforest.net)
Scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Ena

✣イナ Ena

PERSONAL DATA

Species:	Laguz
Class:	Dragon Tribe - Red Dragon
Affinity:	Earth
Origin:	Goldoa
Apparent Age:	18*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣

N O T E S

A Red Dragon who resides in Goldoa. She is Nasir's granddaughter, and the late Prince Rajaion's fiance.

After Ashnard's death, she sought to live a quiet life while watching over Rajaion's grave. However, she found herself once again return to the frontlines alongside Kurthnaga who decided to go against the Goddess Ashera's judgement.

She had complex feelings regarding Almedha, who she felt was indirectly responsible for Rajaion's death. However, Ena felt that blaming Almedha would go against Rajaion's dying wishes, and eventually forgave her after the conflict.

She had secretly been harboring Rajaion's child within her body. Its birth would mark the first time a dragon was born since Kurthnaga, and thus it became a cheerful topic of great interest within the otherwise gloomy Kingdom of Goldoa.

✣ *Goldoa*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Nasir

Nasir ✣ナーシル

PERSONAL DATA

Species:	Laguz
Class:	Dragon Tribe - White Dragon
Affinity:	Light
Origin:	Goldoa
Apparent Age:	32*

※ Laguz age in beorc terms

✣ ✣ ✣ ✣ ✣
N O T E S

A White Dragon that resides in Goldoa. Ena's grandfather.

Before the Mad King's War, he fled Goldoa after a disagreement with Dheginsea regarding his policy of Laguz and Beorc coexistence.

After the war, Nasir elects to return to his homeland of Goldoa, whereupon Dheginsea opens up to him and informs him of all the hardships and troubles he had been hiding all this time. Nasir regrets his actions upon hearing this, and pledges absolute loyalty to Dheginsea. He often dotes over his granddaughter Ena, loving her above all else. However, the two found themselves on opposite sides of the conflict when she opposed him and Dheginsea alongside Kurthnaga. Despite that, in the end, he honored his pledge and remained with the king, standing in the way of the combined army of Laguz and Beorc.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣ Goddess of Dawn

Ashera

✣アスタルテ Astarte

PERSONAL DATA

Species:	Divine
Class:	Goddess of Order
Affinity:	Heaven

✣ ✣ ✣ ✣ ✣

N O T E S

Once, during the age of legends, a band of beorc and laguz blessed by the Goddess fought to defeat the Dark God Yune who brought a great flood upon the world. This group of warriors came to be known as the "Three Heroes."

However, the story of the Three Heroes handed down by those who survived contained a grave falsehood. In truth, the one who caused the great flood was the Goddess Ashunera herself –known as the Mother Goddess.

The Great Flood came about as Ashunera's desperate attempt to stop the fighting between the Zunanma (beorc and laguz), but ended up destroying the world. In her lament, she split herself into two –Ashera, who represented order, and Yune, who represented chaos –with the aim to seal the chaos side (Yune) away. This is how Ashera and Yune came to exist.

Ashera believed that she could only become perfect if Yune was erased completely. But, she was convinced by her own messenger Lehran to seal Yune away within a medallion instead. In doing so, a covenant was formed: there was to be no fighting for the next 1000 years, and they were to maintain a prosperous peace throughout this time.

Ashera had gone into a long slumber when Yune was sealed away, and in that time, the denizens of the world continued to fight. Ashera was awakened well before the end of the promised 1000 years, and ended up passing her judgement –turning most of the world's denizens to stone.

The most elite beorc and laguz headed to the Tower of Guidance. There, the Radiant Hero, borrowing the Goddess of Chaos Yune's power, managed to overpower Ashera.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Yune

Yune ✣ユンヌ

PERSONAL DATA

Species:	Divine
Class:	Goddess of Chaos

N O T E S

Once, during the age of legends, the Goddess of Chaos was said to have brought about a great flood that covered the world, and was said to be responsible for all the disorder that exists among all living things.

However, in truth the great flood came about due to the Goddess Ashunera, which Yune exists as the "chaotic" side of. Naturally, Ashunera detached the part of herself which caused so much death in the form of an immature child. This became Yune.

Yune did not hate the Zunanma, but her sense of loneliness built up from continuously being ignored by Ashera, who herself was busy tending to the matters of the people. Eventually, she had an innocent, but devastating, emotional outburst with her divine power, leading to many losing their lives. Yune, who fell victim to her unchecked feelings, was put to sleep within the medallion by Lehran's suggestion.

Ike was told that, despite being sealed in the medallion, Yune had songs sung to her by Lehran, Elena, and Mist. The gentle voices helped soothe her heart overtime, keeping her in peace during her long sleep. Ashera, however, had none of this, and remained out of touch with people.

When Ike is told that humanity may no longer need the gods and be better off without them, he points out that the gods still give him something to aspire to, and that they will try their best to change, bringing a warm smile to the sweet Yune's face.

During the final battle with Ashera, the heroes, powered by Yune, proved that the beorc and laguz had the potential to grow and change beyond what the gods could have imagined.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Ike

Commander of the Greil Mercenaries. Mist's older brother. Granted a rank among the Crimean court, but relinquished the title and returned to being a simple mercenary.

Ike *(Vanguard)*

Ike as a Vanguard after receiving divine protection from the Goddess Yune. Clad in his blue armor, he left a great impression in the final battle.

Ike *(Young)*

Ike as a young boy. He witnessed his father, maddened by the chaos within the medallion, commit mass murder right before his eyes. His memories of that event were sealed for a long time.

Ashunera

The creation Goddess of Tellius. Unleashed a Great Flood on the world to stop the Zunanma (beorc & laguz) from fighting. She splits her power in two out of guilt: Ashera (Order) and Yune (Chaos).

Character List

✣ Character Directory

All the characters that appear in *Radiant Dawn* listed in [Japanese] alphabetical order. It includes main characters as well as enemy generals and other characters who appeared in various scenes throughout the game.

Ashera

The Goddess of Order who awakened when the medallion's seal was broken. Angered by the constant fighting in Tellius, she passes judgement over humanity, turning them to stone.

Almedha

Daughter of Goldoa's King Dheginsea. Bore a child as Ashnard's mistress. Dotes over her son Pelleas who was taken from her when he was young.

Almedha *(Veil)*

Almedha with her face hidden behind a veil for a more "mysterious" effect. After the war, she discovers her true son who had grown into a fine young man, which she finds some comfort in.

Alder

A soldier of Begnion. Jarod's adjutant. He sacrifices himself to protect Jarod who had lost in a fight against the Black Knight.

Anna

The well-known and mysterious red-ponytailed girl with a charming smile in this series. In this game, she is in charge of the tutorials and explanations.

Isaiya

A swordsman of the Begnion Occupational Army in Daein. He guards the capital Nevassa, and clashes with Micaiah and her crew while they are trying to escape the city.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Izuka

A close aide to Ashnard, and later Pelleas. Wields the strongest dark tome known as "Balberith." His experimentation on laguz led to the "Feral Ones."

Istvan

A general who serves Duke Seliora of Begnion. Not really interested in politics and has never heard of the Greil Mercenaries.

Ena

Nasir's granddaughter. A Red Dragon banned from fighting by Dheginsea, but remains by Kurthnaga's side for the sake of her sister in law Almedha in Daein.

Ilyana

The quiet mage who travels with the merchant convoy. She was captured alongside Aimee in Daein, and kept in Gribe Prison.

Danved

A regular at "Calill's Shop." a bar in Crimea's capital Melior. Largo's close friend. He lends his help to Geoffrey when the latter comes seeking help. Insists he's not Devdan.

Ulki

A trusted confidant of King Tibarn of Phoenicis. Has "Vigilance" which allows him to hear sounds from great distances. Traveled with Ike and crew alongside Janaff.

Amy

Largo and Calill's adopted daughter. Remains unaware that she is adopted, and her real parents are unknown. Did not turn to stone when the Goddess Ashera passed her judgement.

Edward

A member of the Dawn Brigade. Cheerful, optimistic, and always forward-facing. Close friends and shares a deep bond with Leonardo, who is his polar-opposite.

Elincia

Queen of Crimea. Ascended the throne after the Mad King's War. Seeks to reconcile relations with the enemy country of Daein, a policy which is highly opposed by the more conservative nobles.

Lehran

The Black Heron of Serenes. Incited a continent-wide conflict in Tellius in order to awaken the Goddess Ashera. Wields the light tome "Creiddylad."

Oscar

A member of the Greil Mercenaries. Rolf and Boyd's older brother. Diligent and serious, fitting for the eldest sibling. His excellent cooking has been praised by Lethe and Mordecai.

Oliver

A member of the Begnion Senate. Duke of Tanas. Thought to have been killed by Ike and his group years ago, but he was actually saved by the other senators.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Volug

Right-hand man to Queen Nailah of Hatari. Rarely speaks due to finding the Tellius Language difficult like Mordecai does.

Caineghis

King of Gallia. Thoughtful and wishes for coexistence with the beorc. Remains behind to ascertain the situation even when the laguz get into an all-out war with Begnion.

Callum

A general of the Begnion Central Army. Was entrusted to hold back any unwanted intruders from interrupting Zelgius and Skrimir's duel at Sauzet Pass.

Gatrie

A member of the Greil Mercenaries. Is frivolous and sociable. Has a weak spot for cute girls. He suffers from love at first sight when he sees Lyre.

Catalena

One of the Goddess Ashera's chosen "Disciples of Order." She launches a surprise attack on Ike in order to hinder his forces.

Calill

A mage who was involved in the Mad King's War. She opened a dream bar with her husband Largo in Crimea. She lives with their adoptive daughter Amy there.

Kyza

A warrior of Gallia. He behaves like a disciplined young man around most people, but displays lady-like behavior around Ranulf and Lyre.

Rhys

A member of the Greil Mercenaries. Gentle and kind. Thanks to a bond he shares with Mia, he is often yanked into her obsessions and absurd duels with Ike.

Kurthnaga

Prince of Goldoa. Opposed to his father Dheginsea –one of Goddess Ashera's "Three Heroes." Resolves to become the next Black Dragon King.

Kurthnaga *(Hood)*

His appearance as a prisoner at Gribe Prison. He conceals his laguz heritage through wearing the hood. It emphasizes his facial features.

Kezhda

A warrior of Gallia. He defends the Ribahn River against the Daein Army who were called to arms by Begnion against the Laguz Alliance.

Kieran

The Vice Commander of the Crimean Royal Knights. A hot-blooded man who gets heated to the point he forgets his surroundings. Prides himself in being a Crimean patriot.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Goran

A general of Daein. A zealot for the Maiden of Dawn, he faces the Apostle's Army, Greil Mercenaries, Laguz Alliance, and Crimean Army at the Riven Bridge.

Gareth

A brave general of Goldoa. Joins Dheginsea who had sided with Goddess Ashera. Ends up having to face off against Kurthnaga –the prince he had sworn to protect.

Zaitan

A member of the Begnion Occupational Army in Daein. He was defeated in a confrontation with the Dawn Brigade at Lord Kisca's manor when they came to retrieve an abbot's medicine.

Sothe

A member of the Dawn Brigade. Wields daggers. Is like a little brother to Micaiah and remains by her side, even if unrelated by blood. Has little interest in anyone else.

Sothe *(Whisper)*

The late-bloomer gains this appearance when he grows and changes into a "Whisper." His upper body and arms are well protected, yet his waist is exposed for the sake of style.

Sanaki

37th Empress of Begnion. Faces a crisis as she is unable to hear the voice of the Goddess like an Apostle is supposed to. Wields the tome "Cymbeline."

Jarod

General of the Begnion Occupational Army in Daein. Holes up in Daein's capital after he fails to assassinate Micaiah and Begnion turns its back on him.

Sigrun

Captain of Begnion's Holy Guard. Pledges absolute loyalty to Sanaki herself, rather than her office. Kind and gentle to all she talks to.

Silvano

A member of the Begnion Army. Works under Septimus. Abhors laguz. He takes the place of the fleeing Septimus to face Ike and his crew at Flaguerre.

Black Knight

The true identity of the Black Knight is Zelgius, Duke of Cador. Appears to save Micaiah, and afterward assists in restoring Daein.

Shinon

A member of the Greil Mercenaries. A master of the bow. Despite his sharp tongue and pessimistic nature, he holds his pupil Rolf in high regard.

Giffca

A warrior of Gallia. Known as "The King's Shadow" as he takes on a jet-black appearance after transformation and assists King Caineghis on many matters.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Jorge 1

A member of the wandering merchant convoy. Runs the second hand shop. He is light-hearted in comparison to his elder twin brother Daniel.

Jorge 2

He was actively involved in telling rumors to the Dawn Brigade surrounding the appearance of King Ashnard's orphan.

Geoffrey

Commander of the Crimean Royal Knights. Son of House Delbray and Lucia's younger brother. Pledges absolute loyalty to Elincia, and does his best to please her.

Jill

A former soldier of Daein. Left the army shortly after the Mad King's War to join her former superior Haar in running a cargo delivery company. Returned to service in order to help liberate Daein.

Djur

A soldier of the Begnion Occupational Army in Daein. Tasked with guarding Umono Prison Camp, he was defeated with the help of Tormod and his crew.

Skrimir

Nephew of Gallia's King Caineghis. Heir apparent to the throne. Despite having the strength of a thousand men, he was severely wounded and defeated by Zelgius at Sauzet Pass.

Astrid

A member of the Crimean Royal Knights. Once a daughter of a Begnion noble family. She declares no man is as fine a gentleman as Makalov, and is willing to do anything for him.

Soren

Staff officer of the Greil Mercenaries. A realist with methods that may seem a little ruthless at times. Often troubled by the fact he is one of the "branded."

Zeffren

A commander of Begnion's Dracoknights. Attempts to kidnap Leanne, but is defeated by Elincia. Calls Haar a "traitor."

Zelgius

Duke Cador of Begnion. Trusted friend to Chancellor Sephiran –or the Black Heron Lehran. Faces Ike in a duel at the Tower of Guidance.

Sergei

A soldier of the Begnion Army. Pledges allegiance to Valtome. Begins an attack in Crimea in order to hinder Elincia, but is repelled.

Stefan

A master swordsman who wields the legendary Vague Katti and lives in a hidden village within the Grann Desert. Accompanies Micaiah due to their common fate with being "branded."

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Tauroneo

A long-time authority in Daein's army who has served across several kings. He sought to restore Daein alongside Ashnard's orphan, and encountered Micaiah and her group along the way.

Tashoria

Serves Duke Ludveck of Felirae. Believed in his cause until the very end, despite the fact Ludveck had sacrificed him as a pawn in his scheme.

Daniel 1

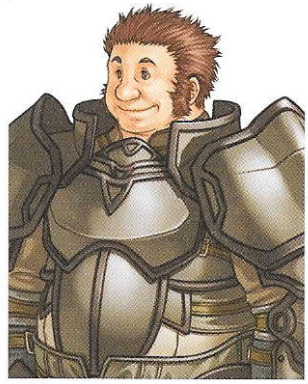
A member of the wandering merchant convoy. Runs the Forge. He is Jorge's older twin brother, and is quite gentle and diligent.

Daniel 2

He decides to accompany Micaiah and her group along with the rest of the merchant convoy to restore Daein.

Tanith

Vice-Captain of Begnion's Holy Guard. She accompanies Sigrun when Sanaki is ousted from the Imperial Capital by the Senate's schemes.



Brom

A farmer from Ohma Village in Crimea. He returned to ploughing his fields after the Mad King's War, but found himself taking up arms once again in order to prevent a rebellion against Elincia.

Zihark

A wandering mercenary. Joins Tauroneo and Jill for the sake of his motherland of Daein. He was engaged to Meg by Brom without knowing.

Titania

Vice-Commander of the Greil Mercenaries. Was once a member of Crimea's Royal Knights. Both strong and kind, she has watched and protected Ike, Mist, and Rolf as they grew.

Tibarn

King of Phoenicis. He became determined to bring Begnion down after he fell into a trap that led to Kilvas betraying him and massacring the denizens of Phoenicis.

Dheginsea

The Black Dragon King of Goldoa. One of the "Three Heroes" of legend that was blessed by the Goddess to fight the Dark God. Stands by the awakened Goddess Ashera's side.

Tormod

Head of the Laguz Emancipation Army. Requested by Sanaki to join up with his close friend Sothe. He is more nimble than the average beorc, which is his main weapon.

Nasir

Ena's grandfather. Though he once turned his back on Goldoa, he pledged absolute loyalty to King Dheginsea after learning the king's true intentions.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Nealuchi

King Naesala of Kilvas' teacher. Fluent in the Ancient Language, and so often tasked with escorting Leanne. Accompanied her to Crimea.

Nailah

Queen of the elusive Kingdom of Hatari. Carries an air of nobility fitting for a Queen. Saved Rafiel from death, and since then had welcome him as her husband.

Numida

A member of the Begnion Senate and a tyrant who commands the Begnion Occupational Army with an iron fist. He was defeated by Micaiah and her crew in the Grann Desert.

Naesala

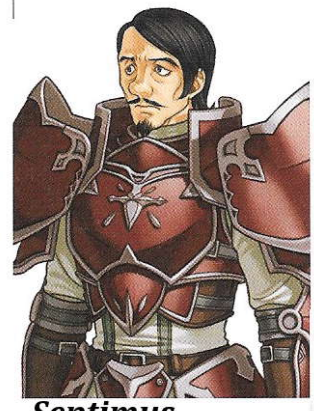
King Kilvas. Forced to obey the Begnion Senate due to a "Blood Contract" that was formed with the founder and first king of Kilvas in the past.

Nephenee

Returned to Ohma Village after the Mad King's War, but decides to aid Queen Elincia after learning of treacherous plans to overthrow her.

Nolan

A member of the Dawn Brigade. The eldest and most composed member of the group. Loves to read and has a great thirst for knowledge.



Septimus

A general of Begnion. He fled when the Laguz Alliance attacked the fortress town of Flaguerre, but was eventually defeated by Ike's crew in the Kauku Caves.

Haar

A former soldier of Daein. Worked in delivering cargo rather than rejoin the army, but eventually lent his power to help Elincia. Still lazy as ever.

Valtome

A member of the Begnion Senate. Duke of Culbert. Wields the powerful light magic tome "Valaura." Holds great animosity toward Elincia and Zelgius.

Vika

A member of the Laguz Emancipation Army. Works with Tormod and Muarim. She keeps her distance from Micaiah, always feeling uncomfortable around her.

Pugo

A man who ran rampant through Daein's capital Nevassa. He was defeated by Micaiah and the Dawn Brigade while they sought to free Daein.

Volke

A spy also known as the "Fireman." Bastian entrusted him to research how to restore Renning to normal from the "feral one" medicine. Everything has a prince to him.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Aran

Originally from Daein, but was adopted by a Begnion merchant, and so ended up as a member of the Begnion Occupational Army tasked with guarding Gribe Prison.

Fiona

The young ruler of Marado, a vassal state under Daein. The sole daughter of Lanvega, one of Daein's old "Four Riders." She sided with Begnion in order to protect her people.

Heather

A lady thief who wanders around Crimea. She encounters Nephenee by chance in Ohma Village and was bewitched by her beauty. She decided to join the Crimean Army afterward.

Hetzel

A member of the Begnion Senate. Duke of Asmin. Saved Rafiel's life in the past. Despite knowing all about Lekain's wrongdoings, he was unable to bring himself to oppose him.

Veyona

A mage of the Begnion Army. Pledges allegiance to Zelgius. He clashed with the Greil Mercenaries when they launched a surprise attack on the supply lines.

Agony / Pain

Leader of a group of bandits that made the Desert of Death their stronghold. Has a twin brother named Pain (Portrait in top right).

Pelleas

Prince of Daein. Unusually meek for being Ashnard's son. He ended up signing a "Blood Contract" with Lekain after ascending the throne, leading him to ruin.

Boyd

A member of the Greil Mercenaries. Oscar's younger brother, and Rolf's older brother. His big-hearted personality brings joy to people around him. A good rival for Ike.

Burton

A soldier of the Begnion Occupational Army in Daein. A guard at Gribe Prison, charged with watching over Micaiah and Laura who got caught in a trap set by Jarod.

Marcia

A member of the Crimean Royal Knights. Makalov's younger sister. She and her brother joined the Royal Knights in order to work hard for Elincia and Crimea's sake.

Maraj

Works for the rebel faction under Duke Ludveck of Felirae. Likes courtesy and politeness, as well as beauty. Abhors laguz.

Makalov

Though he's from Begnion, he and his sister joined the Crimean Royal Knights. Marcia's older brother. He gets drunk daily at "Calill's Shop."

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Micaiah

A member of the Dawn Brigade. Her actions to liberate Daein made her renowned as it savior, earning her titles like "The Silver-Haired Maiden" and "Maiden of Dawn."

Micaiah *(Light Sage)*

After she grows and comes to utilize "Thani." This is her appearance as a "Light Sage."

Micaiah *(Priestess)*

When she forms a connection with the Goddess, she takes this form as a Priestess. Yune is always with her.

Micaiah *(Yune)*

When the Goddess of Chaos Yune is talking through Micaiah.

Mist

A member of the Greil Mercenaries. Ike's younger sister. In charge of cooking and laundry for the group. Inherited her mother Elena's strong spirit of "order."

Mist *(Hood)*

Mist when she infiltrated a Begnion camp as part of Soren's plan. Conceals her body in a robe to ensure her true appearance remains unknown.

Mist *(Young)*

Mist as she appears in Ike's memories. She was too young to really comprehend her father Gawain killing her mother Elena.

Muston 1

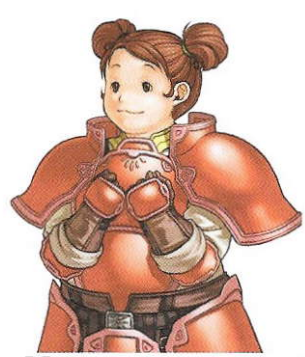
A member of the wandering merchant convoy. Runs the Armory. His knowledge and appearance is fitting for one who is the leader of the merchants.

Muston 2

When expressing thanks to the Dawn Brigade for saving Aimee and Ilyana.

Muarim

A member of the Laguz Emancipation Army. Calls Tormod "little one," and risks his life for him to the point Vika refers to him as a "doting parent."



Meg

Brom's daughter. Journeyed to find her fiancé Zihark who her father told her about. She encountered Micaiah and her group in the Desert of Death.

Mordecai

A warrior of Gallia. Serves under Lethe. Despite his appearance, he is gentle and dislikes fighting. He assists Elincia as a close friend.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Yeardley

Comes to Ohma Village to incite like-minded individuals to rebel against Elincia. Brom and Nephenee appeared right on time to prevent it from escalating.

Janaff

A trusted confidant of King Tibarn of Phoenicis. Has "Insight" which allows him to see great distances unimpeded. Under Tibarn's orders, he travels with Ike as Reyson's escort.

Yuma

One of Goddess Ashera's chosen "Disciples of Order." Declares Yune as the ultimate root of all evil and attacks Micaiah.

Bastian

The influential Duke Fayre of Crimea. Geoffrey's friend. Very cunning, and works hard to support the fledgling Crimean monarch.

Rolf

A member of the Greil Mercenaries. Studies under Shinon to polish his bow skills. In Mugill, he meets the mother that abandoned him, but chooses his family over her.

Ranulf

A warrior of Gallia. Works as an aid to Skrimir, the head of the Laguz Alliance. He is often shocked and constantly troubled by Skirmir's impulsive actions.

Roark

A soldier of Begnion. Serves Senator Valtome. He was defeated by the Royal Knights when plundering Crimean territories.

Radmin

A soldier of the Begnion Occupational Army in Daein. He set a trap for Micaiah and her group by executing Daein army prisoners at Shifu Swamp.

Rafiel

First Prince of Serenes. Thought to have fallen victim to the Massacre, but managed to avoid death due to being captured before it. Gentle and sensitive by nature.

Laverton

A soldier of the Begnion Occupational Army in Daein. He used the citizens of Marado as pawns, causing Fiona to betray him and flee with the Marado Army.

Aimee 1

A member of the wandering merchant convoy. She was captured and jailed in Gribe Prison along with Ilyana thanks to the Begnion Occupational Army's hunts.

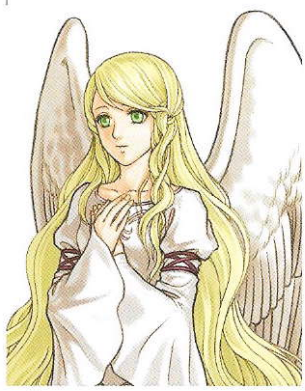
Aimee 2

She goes through great lengths to attract "her hero" Ike. She has continued to feel this way for three years since the Mad King's War.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Largo

Runs "Calill's Shop," a bar in Crimea's capital. He took a grave wound in the Mad King's War, making him unable to participate on the battlefield.



Leanne

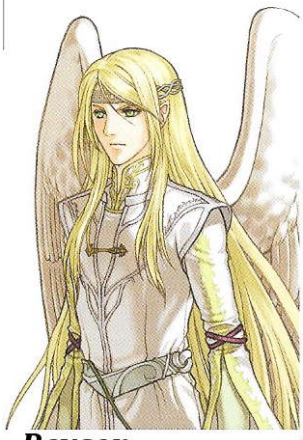
Princess of Serenes. Rafiel and Reyson's younger sister. She was attacked by Begnion while on her way to Crimea to find "General Ike."

Lyre

A warrior of Gallia. Lethe's younger twin sister. She joined the army to be close to her beloved Lethe and Ranulf. She is childish and prone to mood swings.

Lyre *(Hood)*

Lyre when she infiltrated a Begnion camp as part of Soren's plan. Conceals her body in a robe to ensure her true appearance remains unknown.

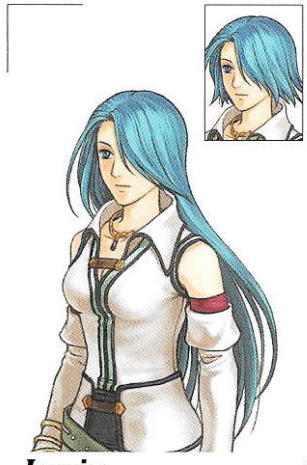


Reyson

Second Prince of Serenes. Rather warlike despite being a heron. Restores Renning from his "feral" state with the "Galdr of Rebirth."

Lekain

A member of the Begnion Senate. Duke of Gaddos. The ringleader behind the plan to assassinate Apostle Misaha and blame it on the Heron clan. Boasts about how he was chosen by the Goddess.



Lucia

A daughter of the noble House Delbray of Crimea. Geoffrey's elder sister. She fights the rebel faction on behalf of her close friend and queen, Elincia.

Ludveck

An influential noble in Crimea. Duke of Felirae. He demands the Crimean throne in exchange for Lucia's life at Fort Alpea, but his plan ends in failure.

Levail

A soldier of the Begnion Army. Though he is a general for Lekain, the Duke of Gaddos, he is weary of him and prefers to work as an adjutant to Zelgius who he deeply respects.

Leonardo

A member of the Dawn Brigade. He is prudent and a realist, coming off as pessimistic as a result. His daily routine consists of chiding the carefree Edward over the smallest things.

Lethe

A warrior of Gallia. Lyre's elder twin sister. During her stay in the friendly nation of Crimea, she assisted them along with her subordinate Mordecai.

Lethe *(Hood)*

Lethe when she infiltrated a Begnion camp as part of Soren's plan with Mist and Lyre. Conceals herself much like the other two.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Renning

Former King Ramon of Crimea's younger brother. He was defeated by Ashnard in the Mad King's War, and brought under his control by the "feral" medicine.

Laura

A Priest who lives in Kisca, a town on the outskirts of Daein. She manages to recover medicine for the abbot from the Begnion Occupational Army with the help of the Dawn Brigade.

Rommit

A soldier of the Begnion Army. He abhors the laguz and refers to them as "sub-human." He is defeated when Ike and crew attack Fort Mugill at night.

Lombroso

A soldier of the Begnion Army. After Skrimir's defeat, he ignores Zelgius' command to await further orders and attacks the retreating Laguz Alliance.

Wystan

A soldier part of the Begnion Occupational Force in Daein. He came to the Desert of Death looking for King Daein's long lost orphan, but was defeated by the Dawn Brigade.

Mia

A member of the Greil Mercenaries. Idolizes her boss, Ike, and challenges him to duels with real weapons daily. She loves prophecies as much as she loves training.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Crimea Soldier 1

Crimea Soldier 2

Crimea Soldier 3

Crimea Soldier 4

Begnion Soldier 1

Begnion Soldier 2

Daein Soldier 1

Daein Soldier 2

Daein Soldier 3

Daein Soldier 4

Ruffian 1

Ruffian 2

Mercenary

Gallia Soldier 1

Gallia Soldier 2

Kilvas Soldier

Phoenicis Soldier

Goldoa Soldier 1

Goldoa Soldier 2

Old Man

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Older Man 1

Older Man 2

Man 1

Man 2

Boy

Grandma

Older Woman 1

Older Woman 2

Begnion Woman

Woman

Girl

Bishop 1

Bishop 2

Noble 1

Noble 2

Priest 1

Messenger

Male Servant

Female Servant

Pegasus Knight

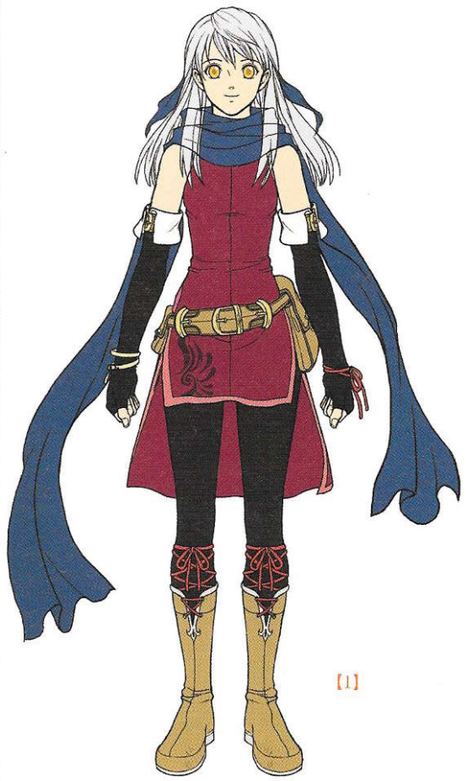
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

CHAPTER III ✣✣✣ CONCEPT ART

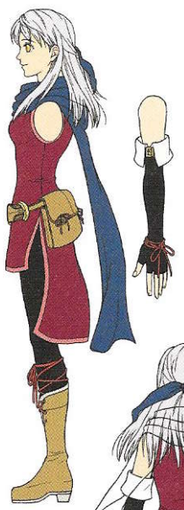
Model Sheets

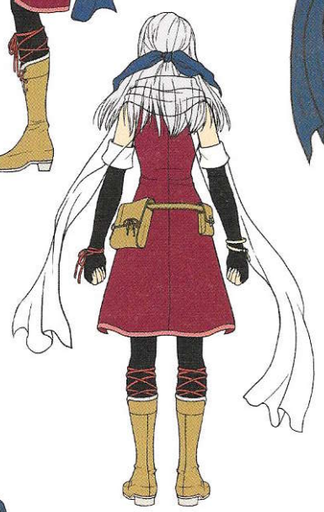
✣キャラクター設定画

These are drawn designs that were eventually used as models for characters' 3D battle animations in *Radiant Dawn*. From the three views we present, you can get a glimpse of initial design drafts, some of which were used for generic unit classes.

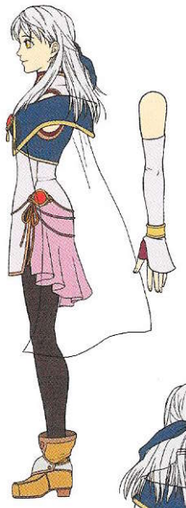


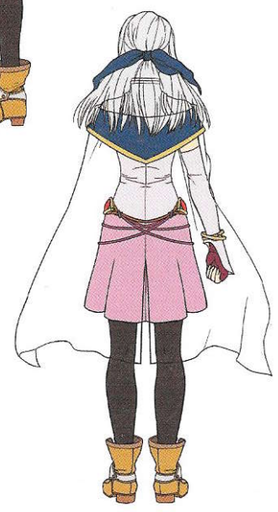
[1]



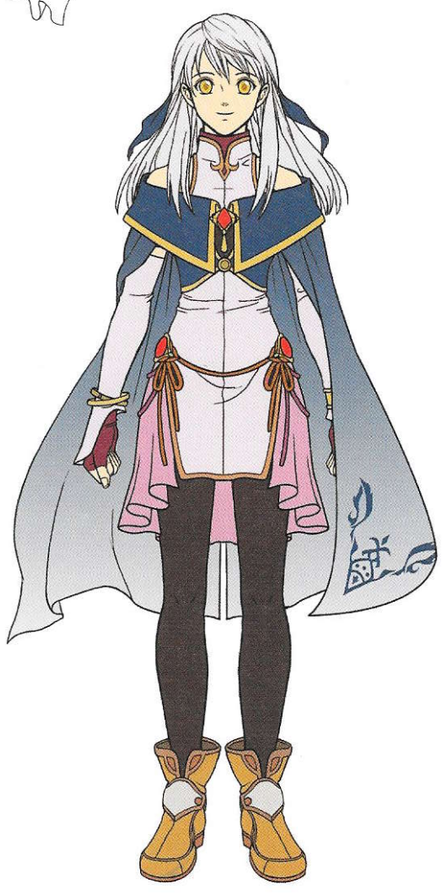


[2]

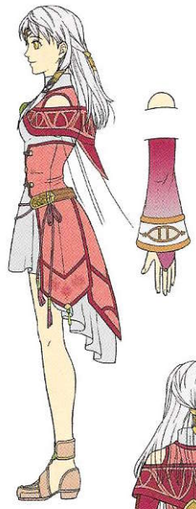


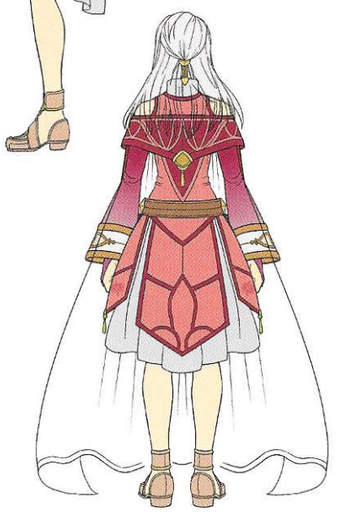


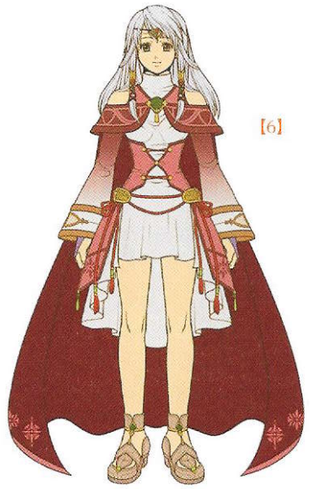
[3]



[4]

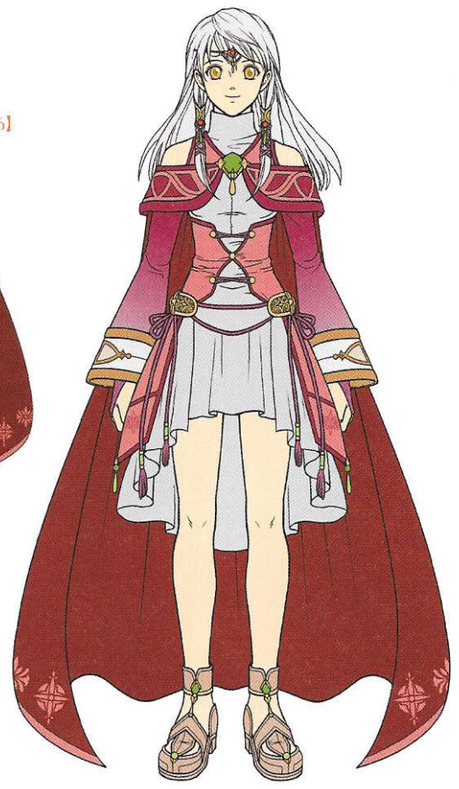


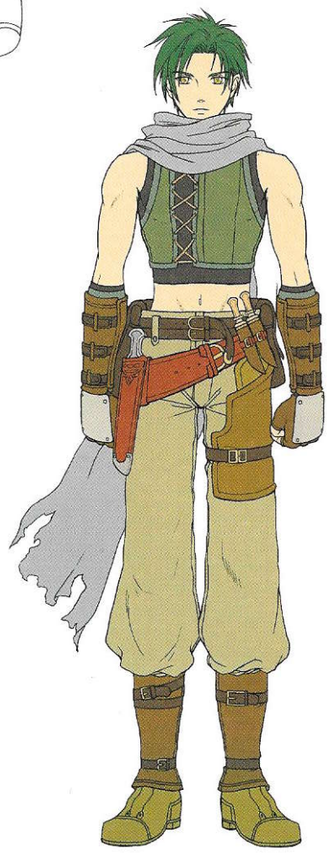


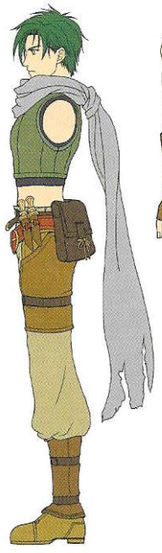


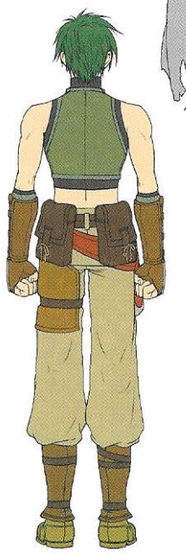
[6]

[5]









[7]

✣ ✣ ✣ ✣ ✣

N O T E S

[1] Three views of Micaiah as a "Light Mage." Her one-piece dress is short in the front and longer in the back. **[2]** An alternate color palette for Micaiah's "Light Mage" look. **[3]** Three views of Micaiah as a "Light Sage." Her boots get shorter, and she gains pretty ribbons around her waist. **[4]** An alternate color palette of the "Light Sage" look. The blue colors give off a much more mature impression. **[5]** Three views as a "Light Priestess." Her design both with and without the cloak makes her look warm and friendly. **[6]** An alternate color palette of the "Light Priestess" look. She gives off an elegant, lady-like image after having removed the tights. **[7]** Three views of Sothe as a "Rogue." His scarf is tied around the back of his neck and splits off into two.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]

[2]

[3]

[4]

[5]

✣ ✣ ✣ ✣ ✣

N O T E S

[1] Three views of Sothe as a "whisper." A sleeveless version is emphasized here. **[2]** Design sketches of each of Sothe's classes. His physique around the waist and his shoulder width have both increased since the previous game. **[3]** Three views of Edward as a myrmidon. Accessories were to be kept at a minimum as he needed to be able to move easily. He ties a belt around his right hand. **[4]** An initial design of his myrmidon look. He lacks belts on the shoulders, a much cleaner design than the final product. **[5]** Two views as a swordmaster. He puts on a coat and looks more like a proper soldier. He wears his sleeves in a stylishly rolled-back fashion.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]

[2]

[3]

✣ ✣ ✣ ✣ ✣

N O T E S

[1] Three views of Edward as a "trueblade." The deeper colors give off a stronger sense of being the highest class. **[2]** Three views of Leonardo as an archer. The white and blue colors go well with his pragmatic personality. **[3]** A look at color patterns on the archer outfit. This one has a black and purple motif. **[4]** Three views as a sniper. Notice how the shirttails have gotten longer, and the pants have changed. **[5]** Three views as a marksman. He gains a more splendorous appearance and armor on his shoulder and feet. The right side shows a different idea for the colors.

[4]

[5]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1] [2]

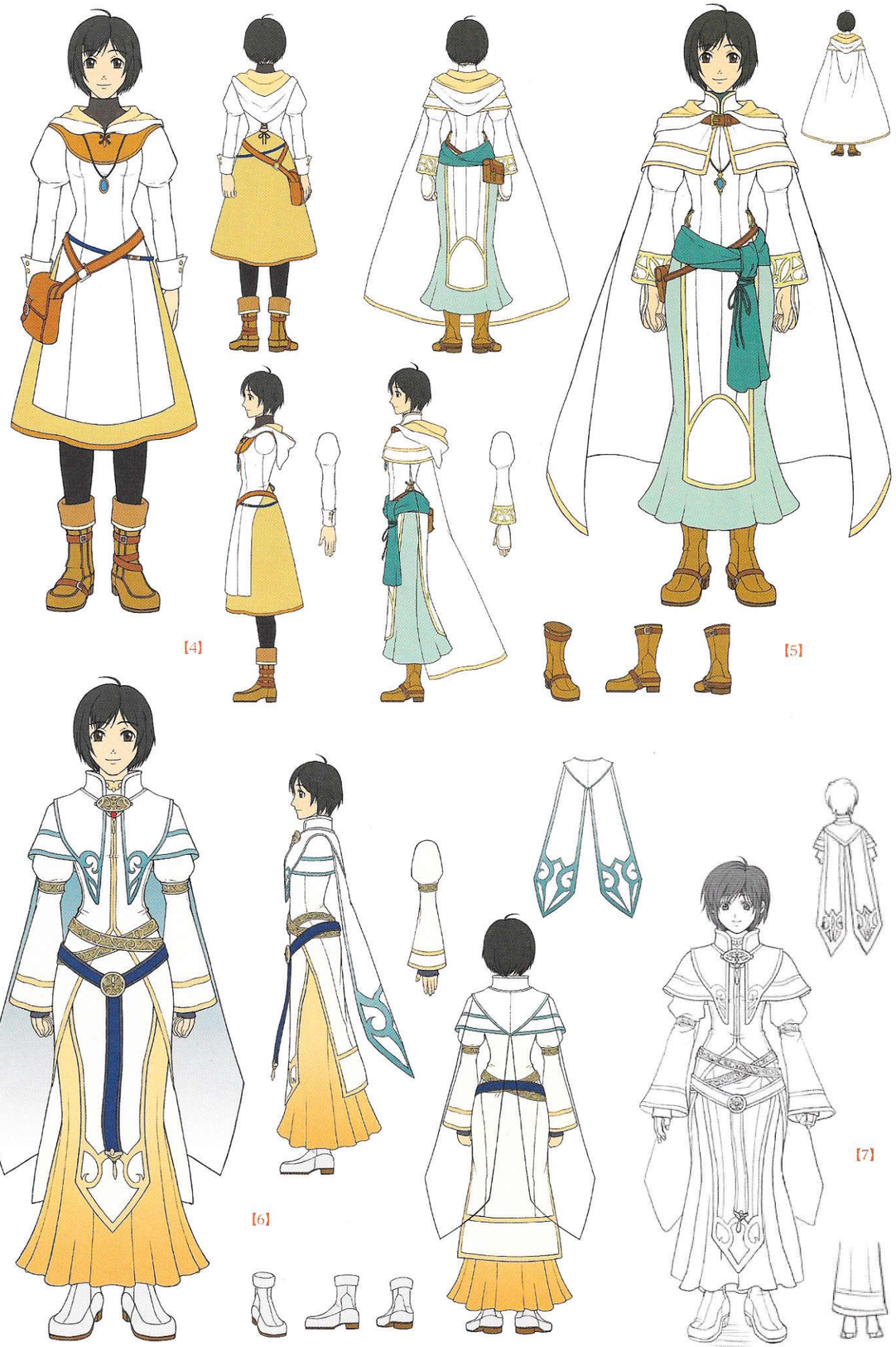
✣ ✣ ✣ ✣ ✣

N O T E S

[1] Three views of Nolan as a "Fighter." He has very "thick" colors to emphasize his maturity. **[2]** Three views as a "Warrior." They wear spiked armor pads and have a generally rugged appearance. **[3]** Three views as a "Reaver." He gains accessories around his waist and has a more refined look to him. **[4]** Three views of Laura as a "Priest." Her simple knee-length robe and waist-pouch make her look cute. **[5]** Three views as a "Bishop." She gains a long cape and green long-skirt that makes her look even more pure. **[6]** Three views as a "Saint." She gains a cape that resembles an angel's wings. Her shoes help give her an overall slender design. **[7]** Concept sketch of her "Saint" look. The lines on her skirt are a notable difference.

[3]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



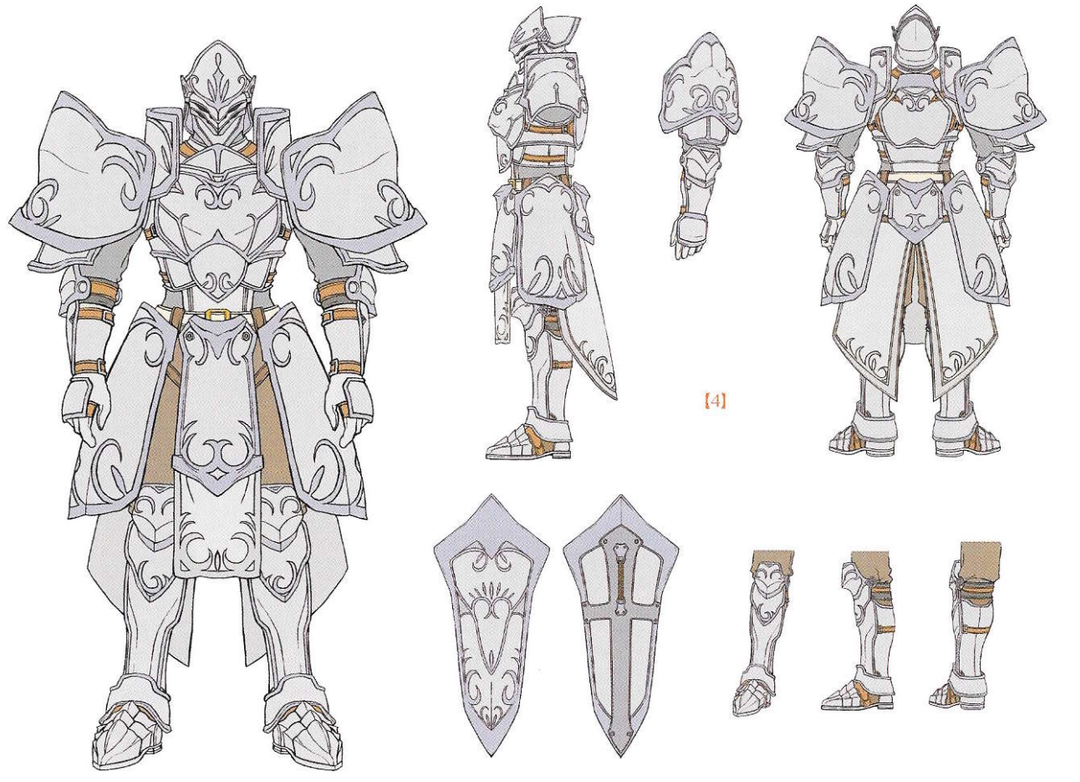
[4] [5]

[6] [7]

[1]

[2]

[3]



[4]

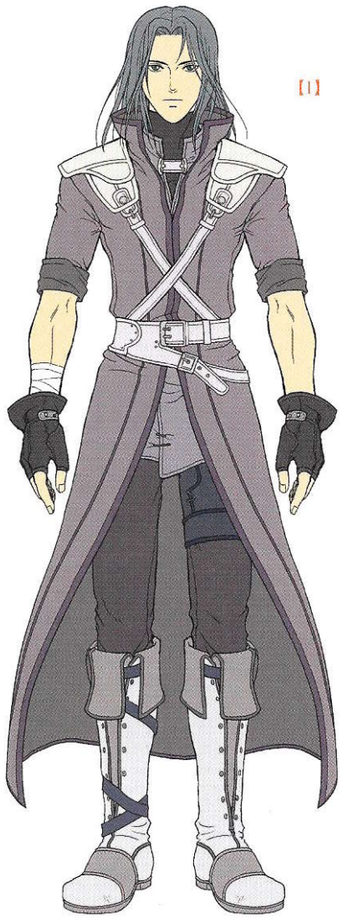
[5]

✣ ✣ ✣ ✣ ✣

NOTES

[1] Two views of Aran as a "Soldier." This design features him wearing his helmet. [2] Three views as a "Halberdier." You can see how his design becomes more elite with the new clothes around his waist and the shield design. [3] Three views as a "Sentinel." This design is overflowing with a sense of "dignity" and splendor. The helmet is the most unique feature here. [4] Three views of Tauroneo as a "Lance General." He gives off a pure, noble image when dressed head to toe in the white armor. [5] Two views as a "Marshall." He gains a lordly appearance with the long cape he wears.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



[1]

[2]

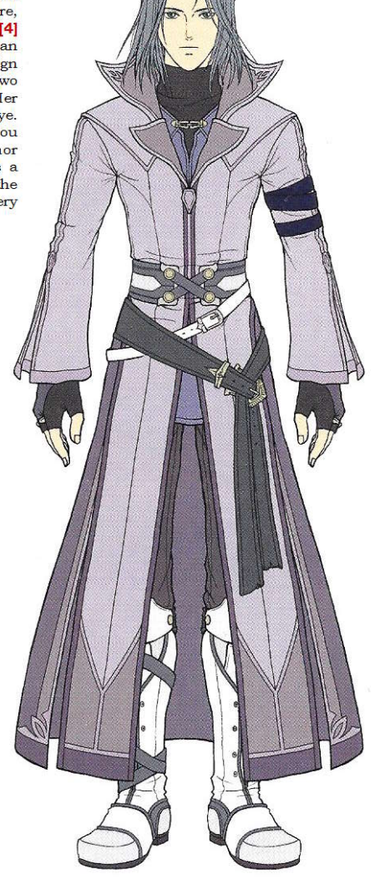
✣ ✣ ✣ ✣ ✣

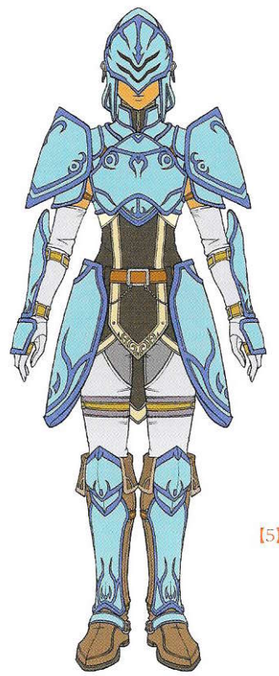
N O T E S

[1] Three views of Zihark as a "Swordmaster." You can see he has a stylish belt wrapped only around the boot on his right leg. **[2]** An initial design of the "Swordmaster" look. There aren't many differences, but there are bandages wrapped around his arms here. **[3]** An initial design of his "Trueblade" appearance. When compared to his final design, you can see his colors are a little darker here, and that red belt really sticks out. **[4]** Two views as a "Trueblade." You can see the eastern influences on his design through the long coat he wears. **[5]** Two views of Fiona as a "Lance Knight." Her light blue armor really catches the eye. **[6]** Two views as a "Lance Paladin." You can see the differences in the armor here [from before]. **[7]** Two views as a "Silver Knight." The light hue of the armor contrasts her rich skin tone very nicely.

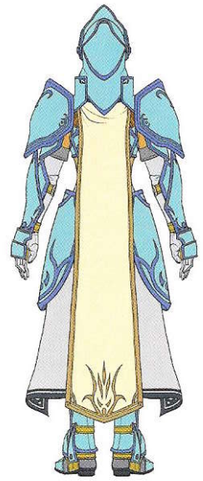
[3]

[4]

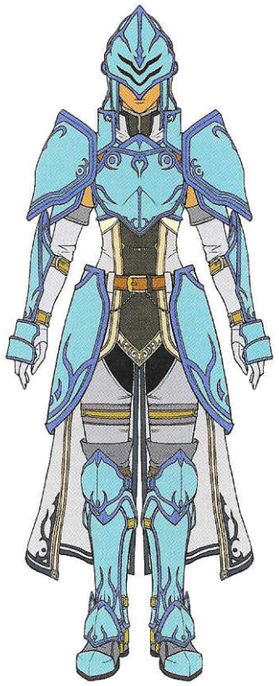


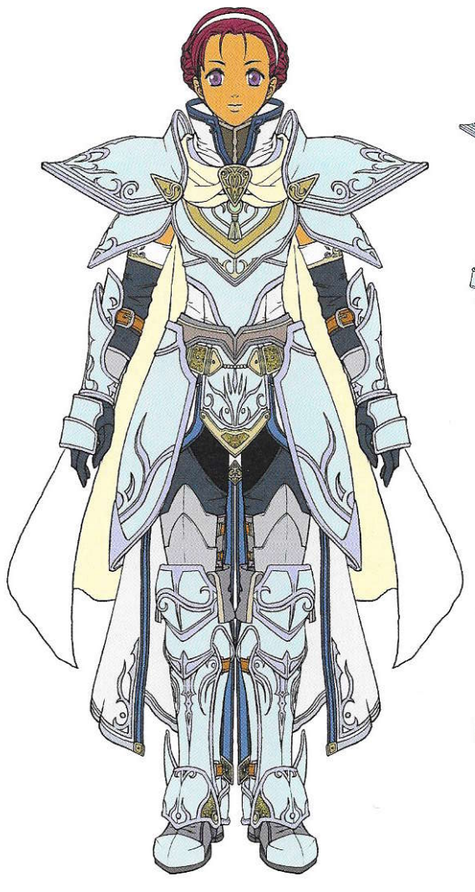


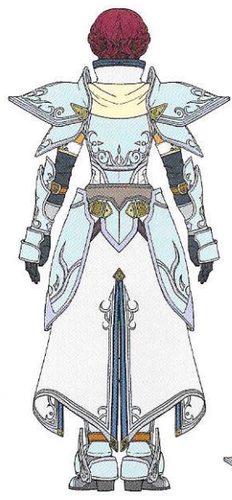
[5]

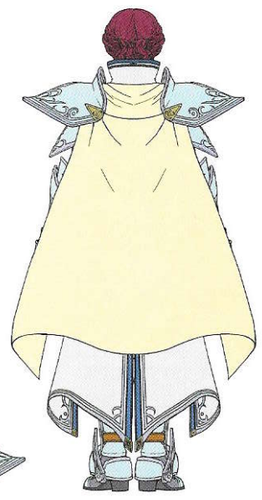


[6]



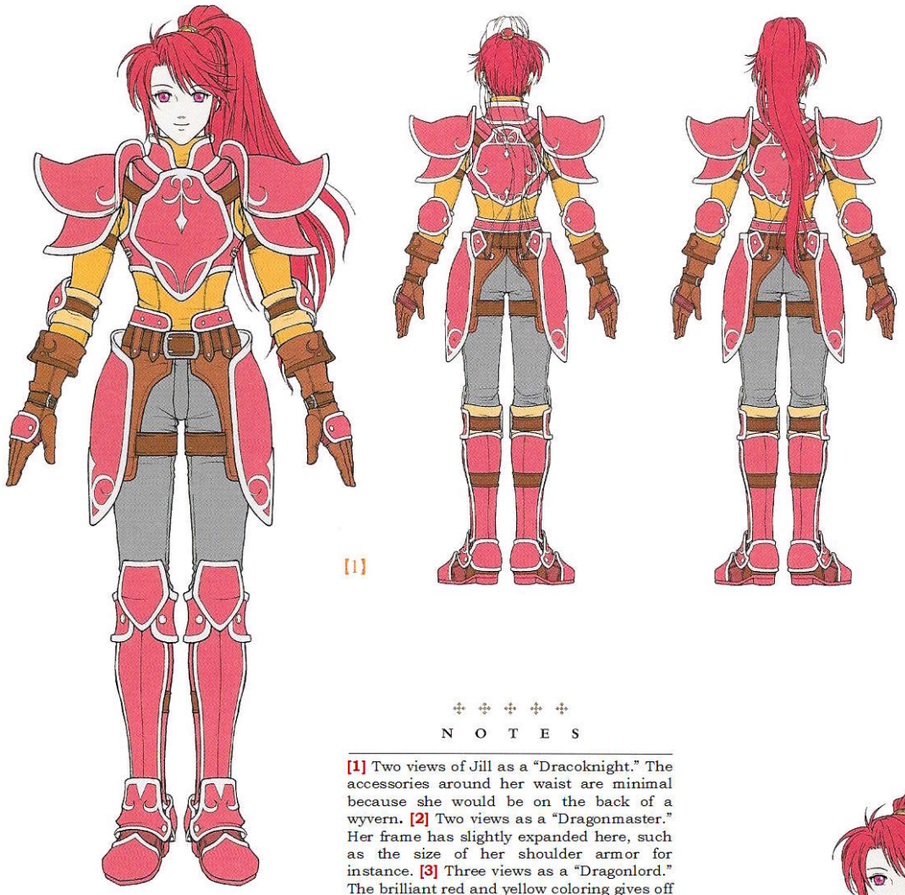






[7]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

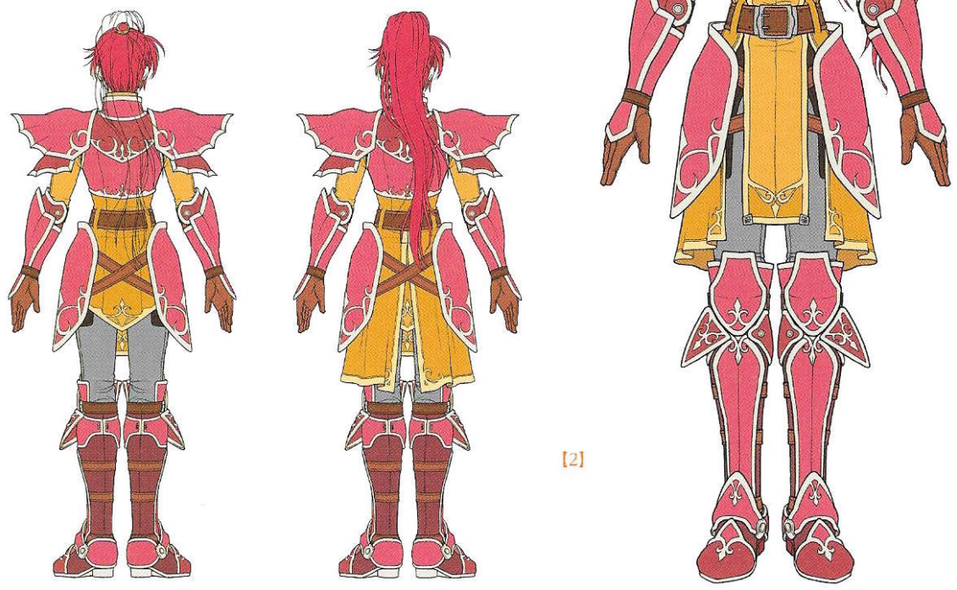


[1]

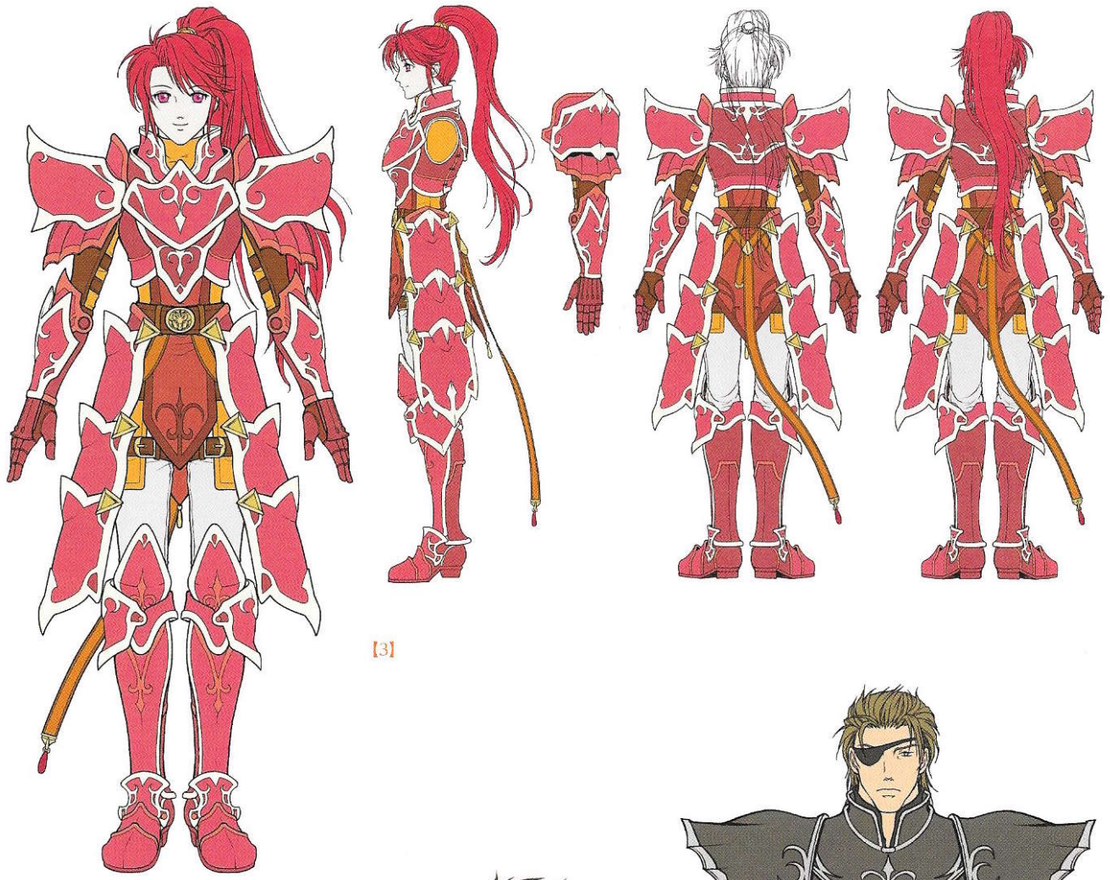
✣ ✣ ✣ ✣ ✣

N O T E S

[1] Two views of Jill as a "Dracoknight." The accessories around her waist are minimal because she would be on the back of a wyvern. **[2]** Two views as a "Dragonmaster." Her frame has slightly expanded here, such as the size of her shoulder armor for instance. **[3]** Three views as a "Dragonlord." The brilliant red and yellow coloring gives off the impression that she is indeed a girl with a "one track mind." **[4]** Three views of Haar as a "Dragonmaster." It is basically the same design as Jill, with the same sort of hems on the shoulder armor.

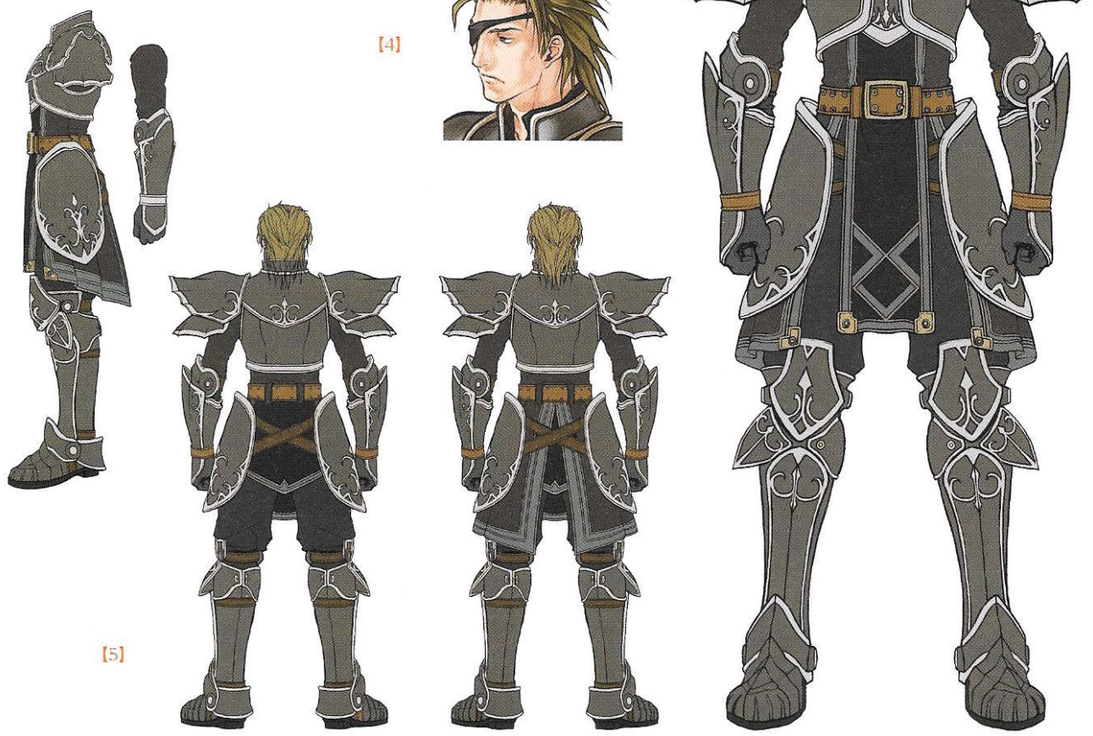


[2]



[3]

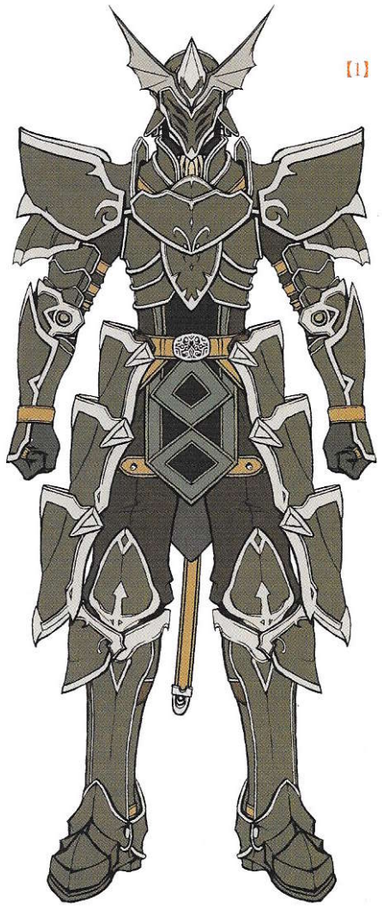
[4]

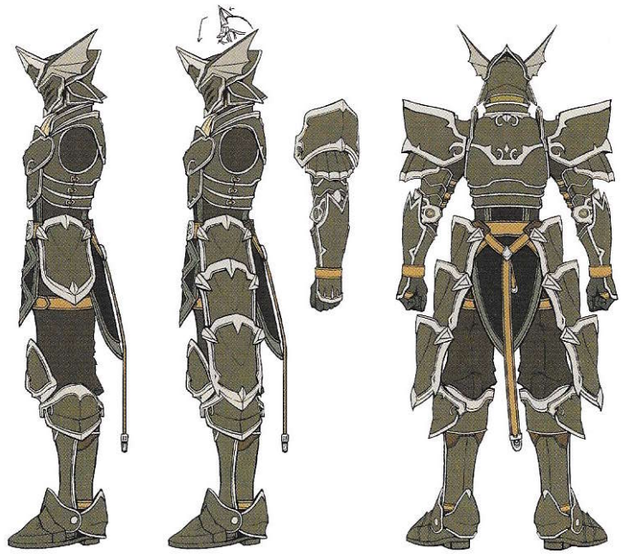


[5]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]

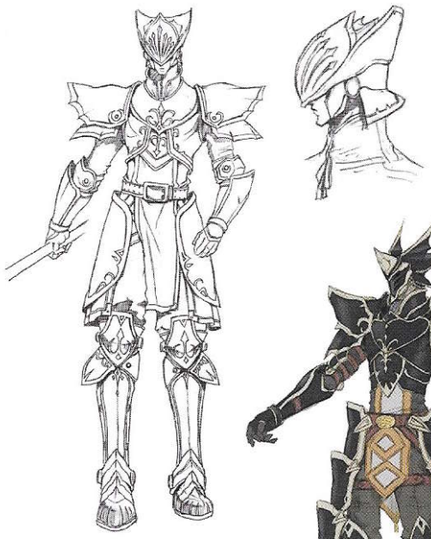




✣ ✣ ✣ ✣ ✣

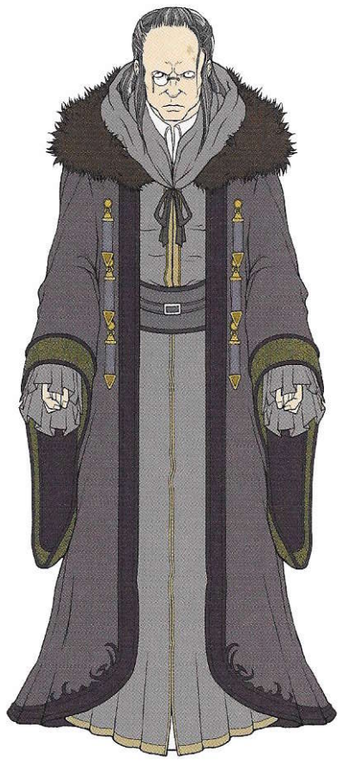
N O T E S

[1] Three views of Haar as a "Dragonlord." A belt hangs off his back as a unique trait. The helmet was purposefully designed to resemble wings. **[2]** Initial designs for the "Dragonlord." It was originally a more slender and stylish design. **[3]** Concept art for the Black Knight. It is the same design as the previous game, but with scars that Ike left behind. **[4]** Three views of Izuka as a "Summoner." He drags around long robes and wears fur around his shoulders. **[5]** Some design sketches of Izuka. He gives off a very suspicious aura. You can actually see his footwear here, too. **[6]** Three views of Pelleas as a "Dark Sage." He has a simple design with very few ornaments or accessories.



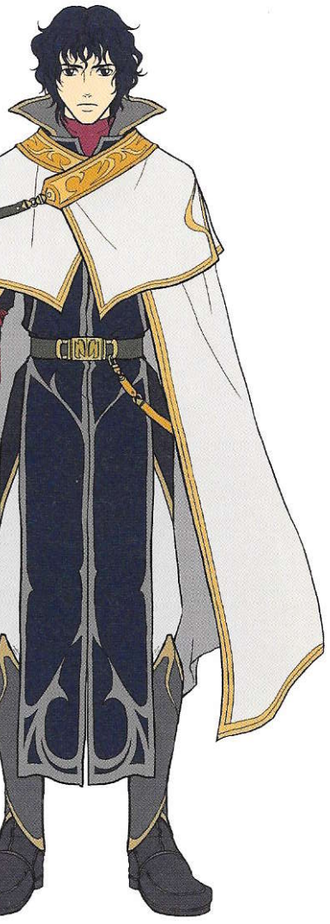
[2]

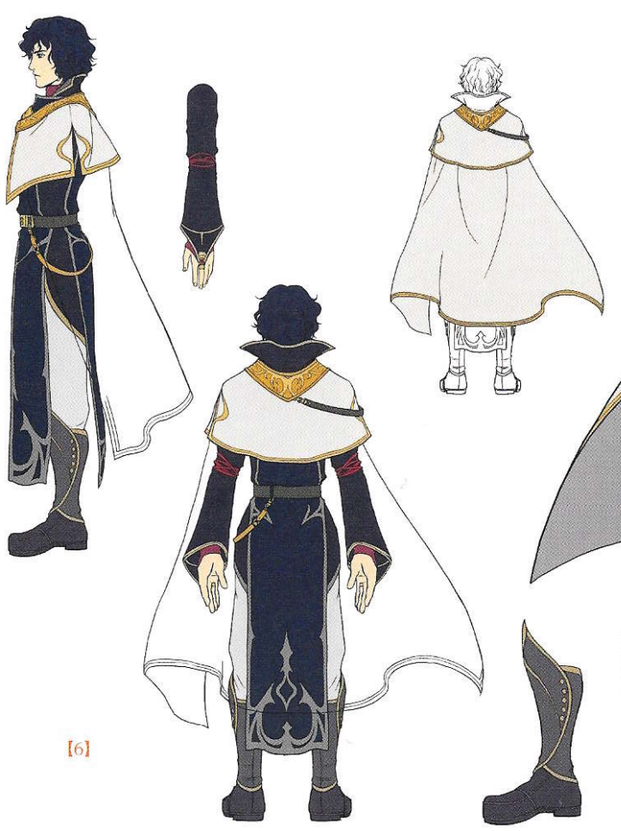
[3]



[4]

[5]





[6]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

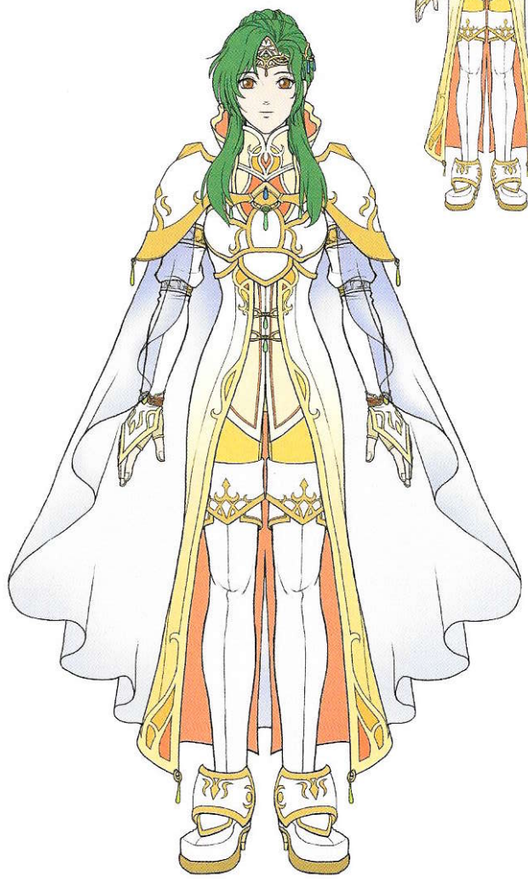
[1]

✣ ✣ ✣ ✣ ✣

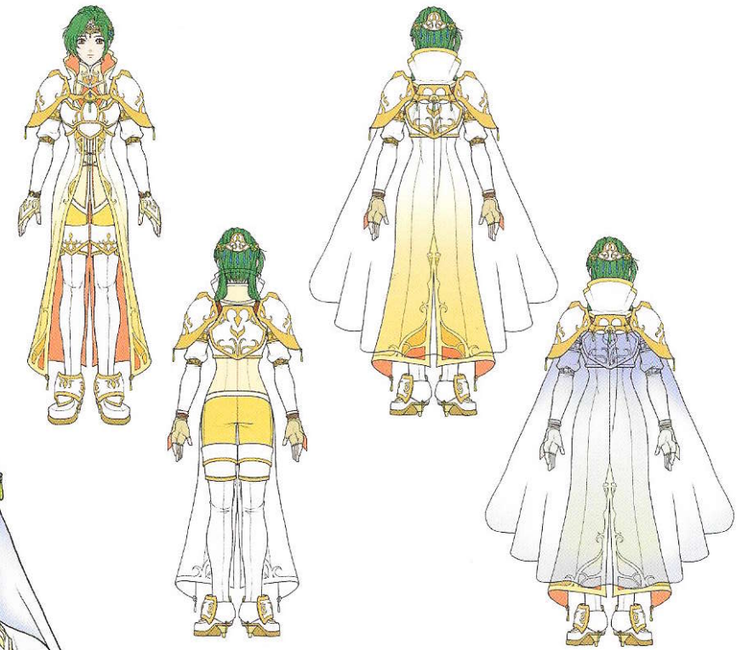
N O T E S

[1] Three views of Pelleas as an "Archsage (Dark)." He gains regal ornaments fitting for a noble. **[2]** Alternate coloring of the "Archsage (Dark)" appearance. There is a considerable difference in the impression that this look gives off compared to the deep purple. **[3]** Two views of Elincia as a "Queen." Her design from the previous game was reworked to include orange lining down her back, too. **[4]** Two views of Geoffrey as a "Lance Paladin." This is quite a valuable document as it is the only sheet featuring a full-forward facing Geoffrey.

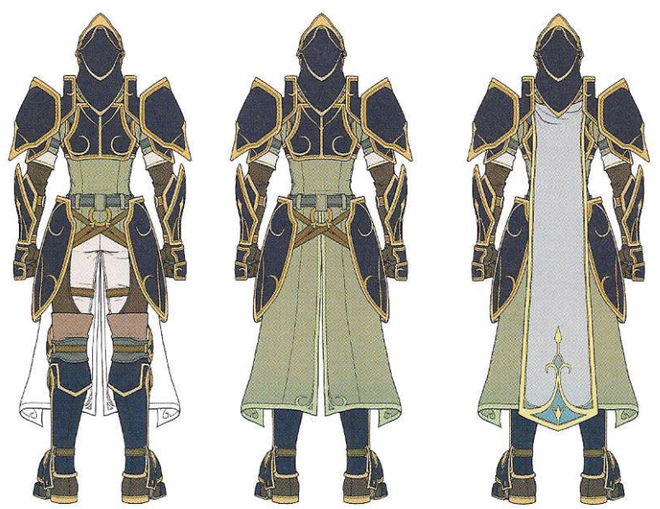
[2]

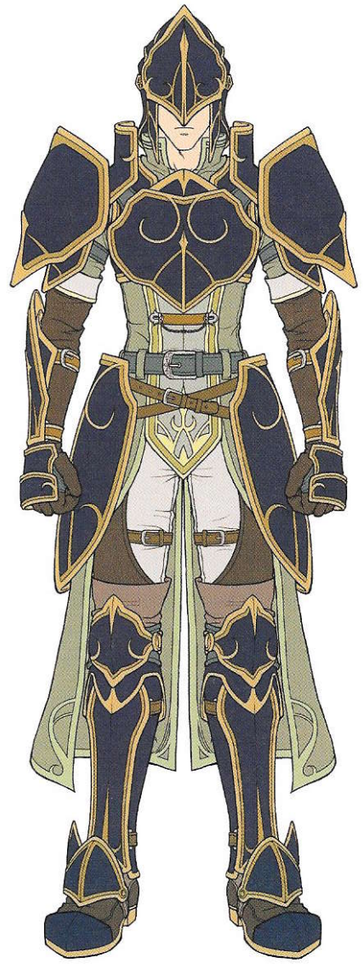


[3]



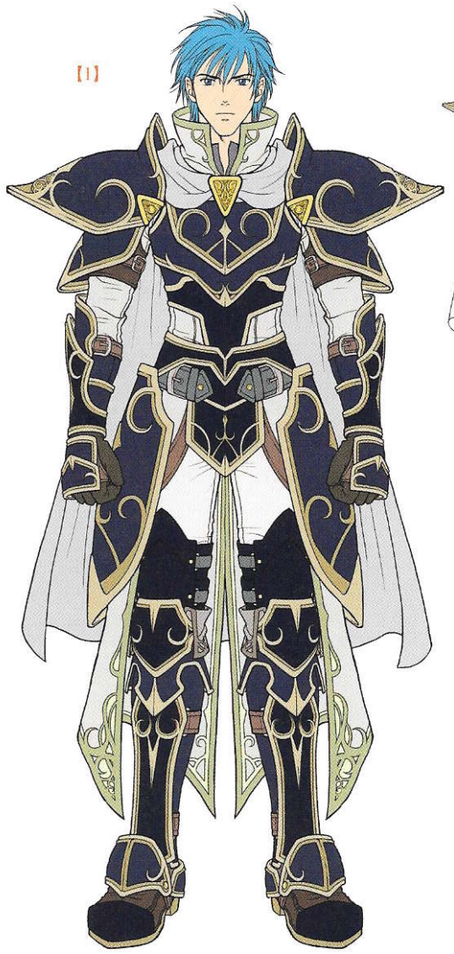
[4]

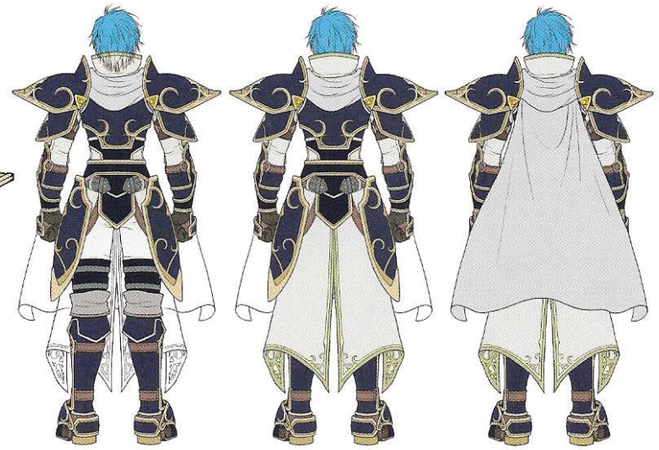




scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]



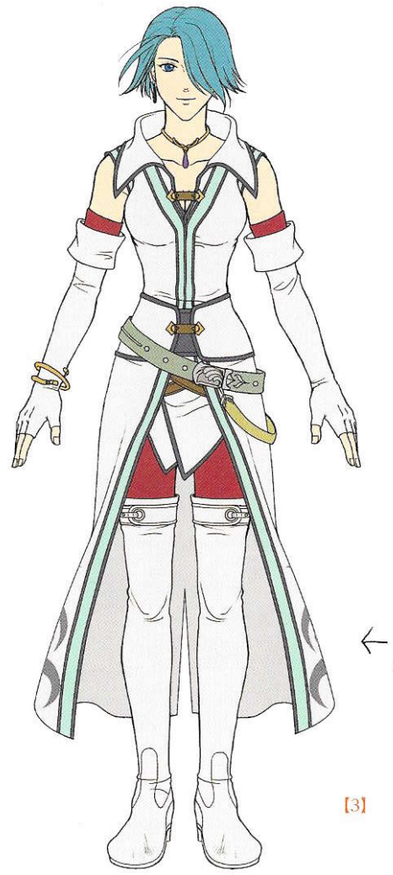


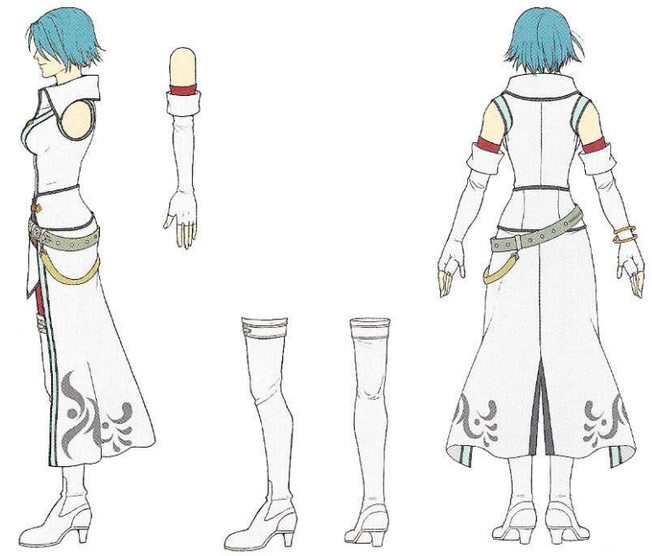
✣ ✣ ✣ ✣ ✣

N O T E S

[1] Two views of Geoffrey as a "Lance Paladin." One can more clearly see the attention given to the decorations around the neck and finer color tones on the armor. **[2]** An initial design sketch of Geoffrey. With a yellow-green color to his armor, it resembles the appearance he had in the previous game more. **[3]** Three views of Lucia as a "Swordmaster." Her collar and red tights go rather well together. **[4]** Three views as a "Trueblade." Lucia seems to prefer only wearing shoulder-less sleeves.

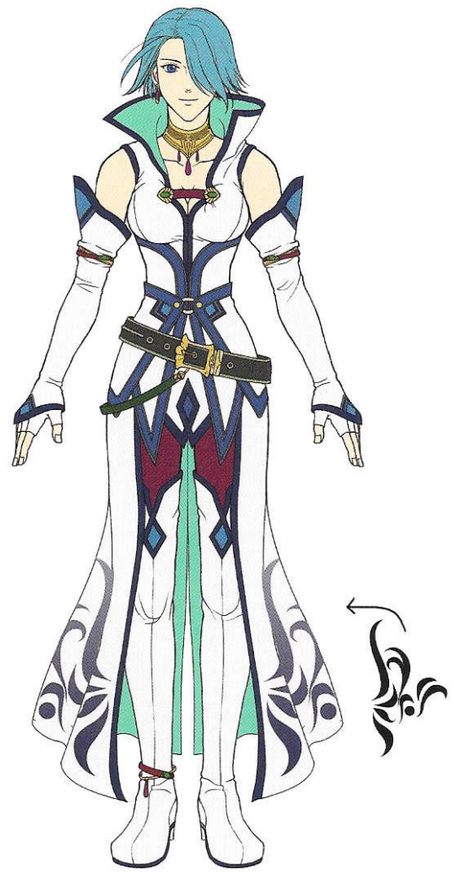
[2]

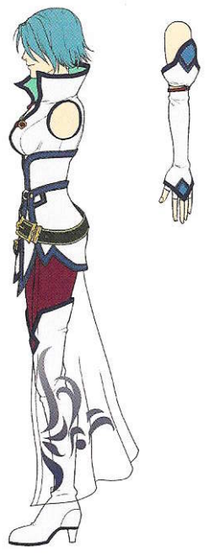




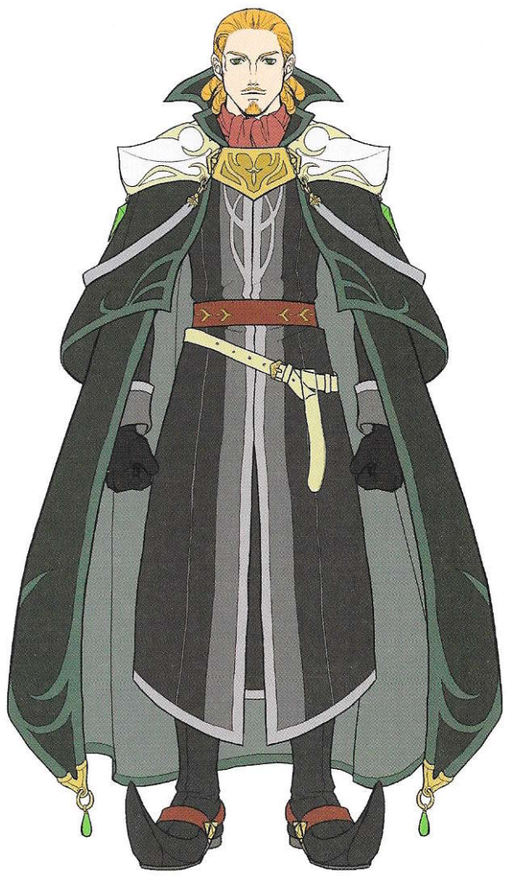
[3]

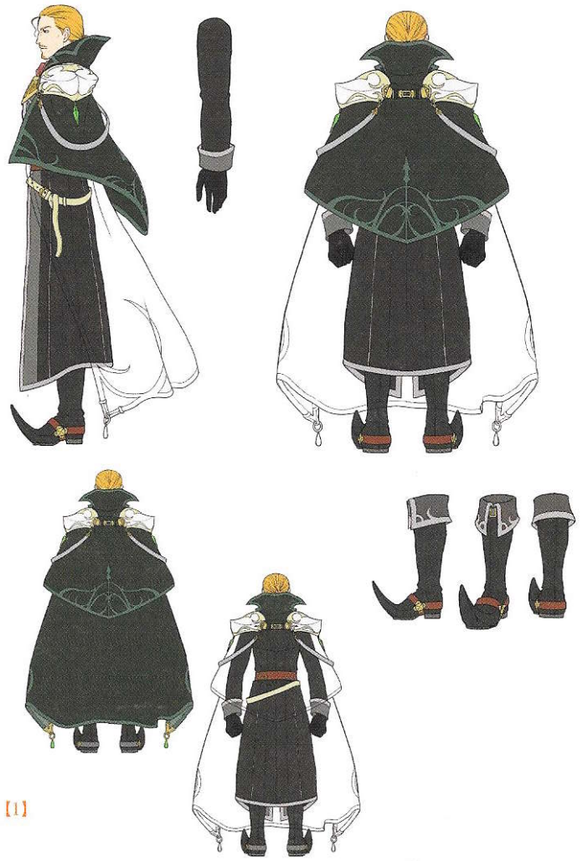
[4]



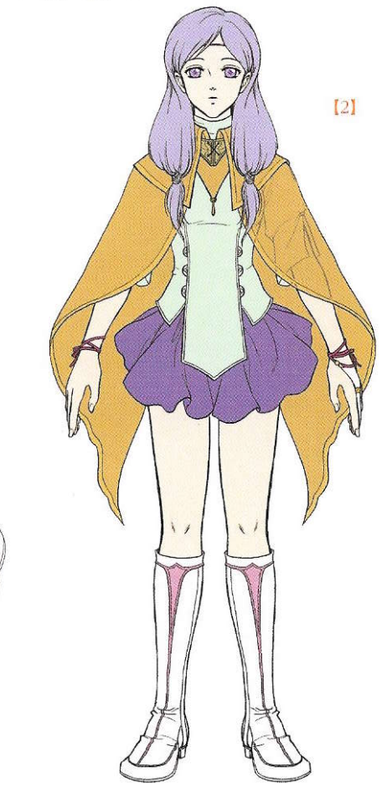


scanned/edited/translated by: @maikantopia / kantopia.wordpress.com





[1]

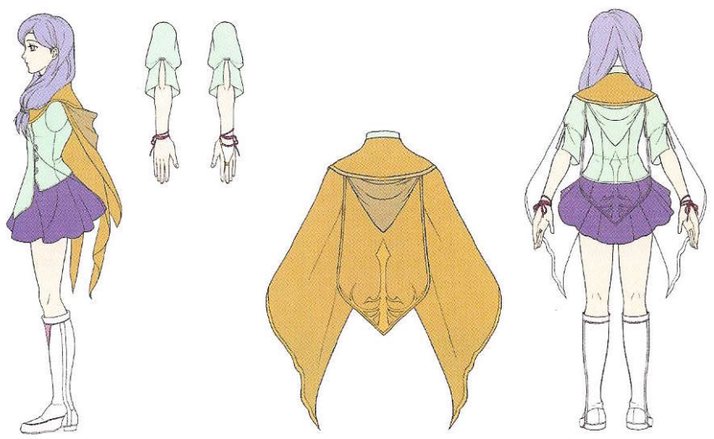


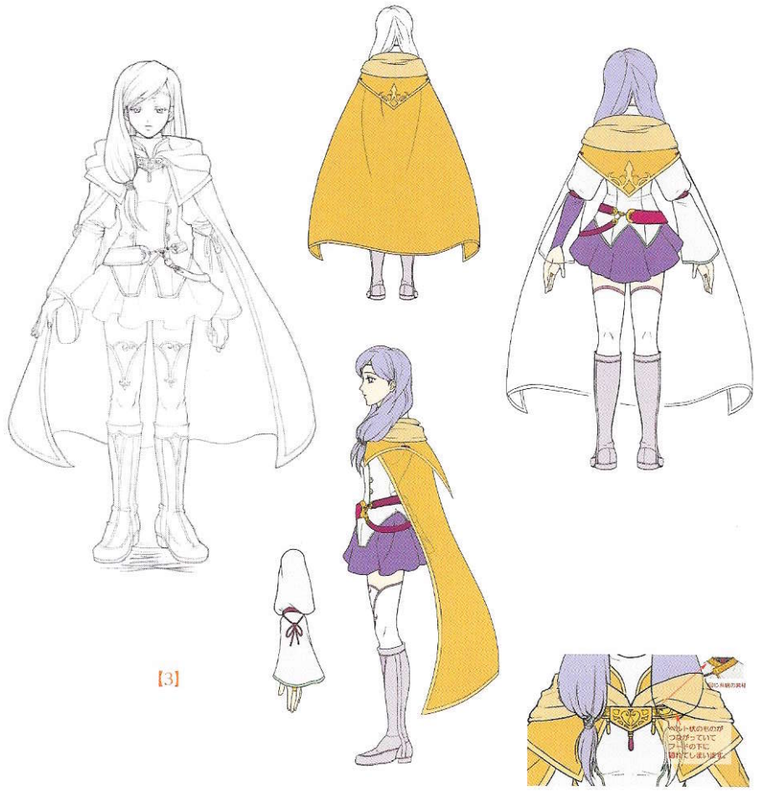
[2]

✣ ✣ ✣ ✣ ✣

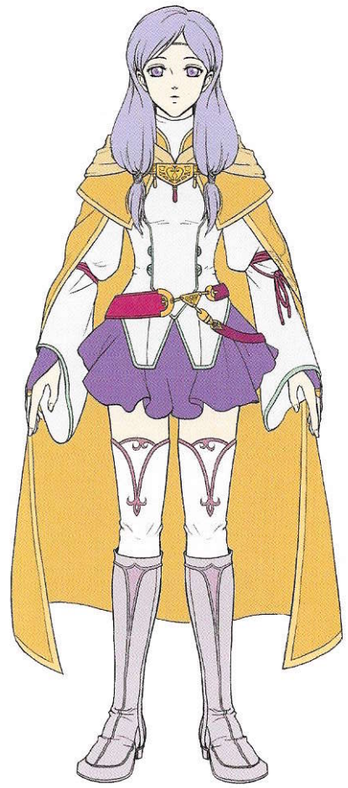
NOTES

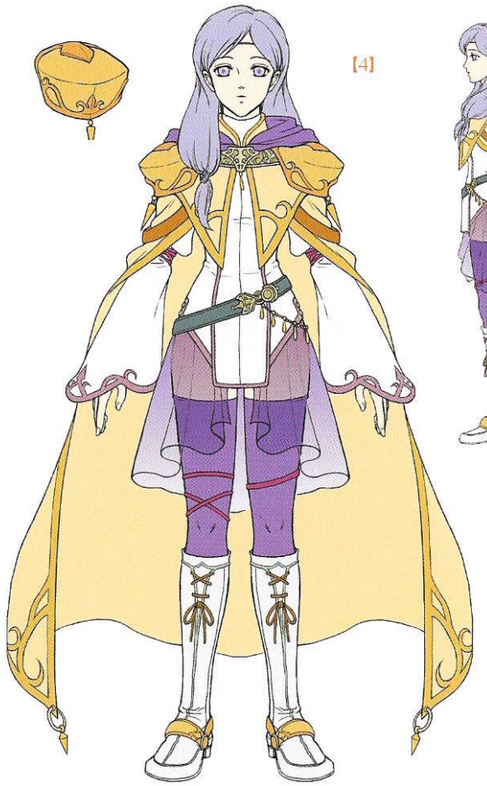
[1] Three views of Bastian as an "Archsage (Wind)." His pointy-toed shoes are his most charming feature. **[2]** Three views of Ilyana as a "Thunder Mage." You can see the sleeve-cuffs that are normally hidden behind her cape here. **[3]** Three views of Ilyana as a "Thunder Sage." Red ribbons were added to go along with this design. **[4]** Three views as an "Archsage (Thunder)." She went through lavender, pink, and green to finally arrive at this color scheme. **[5]** A design sketch of her "Archsage (Thunder)" look. You can see some differences in the way her bangs are.





[3]

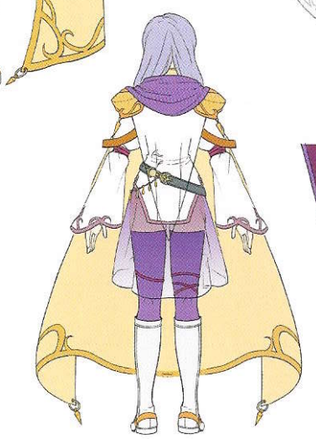


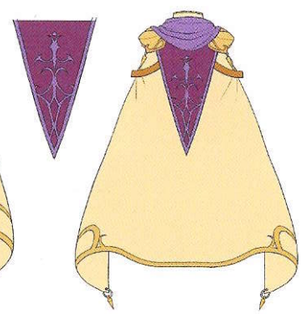


[4]

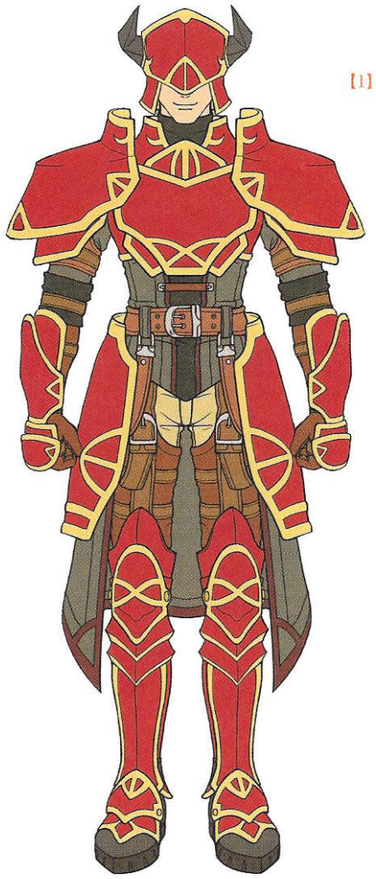
[5]

Priestess Skirt

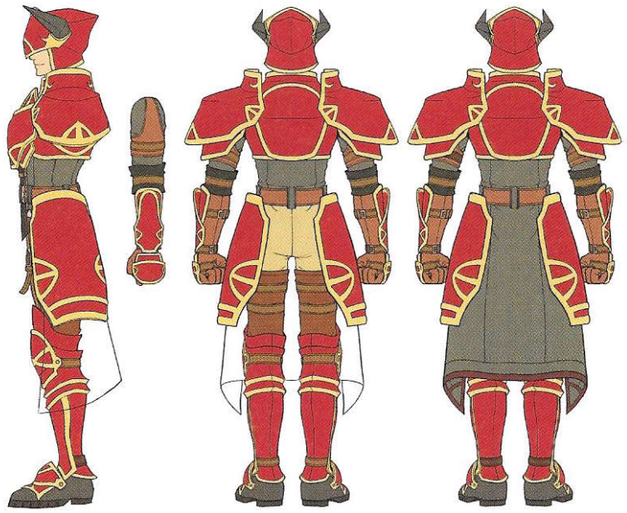




scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



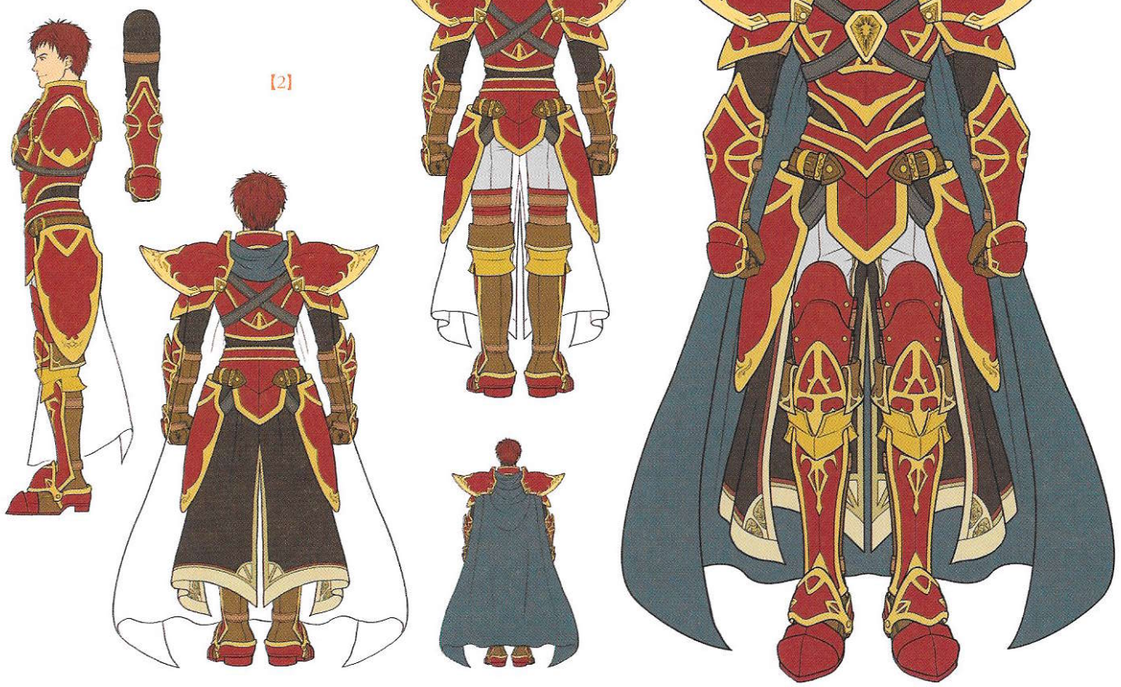
[1]



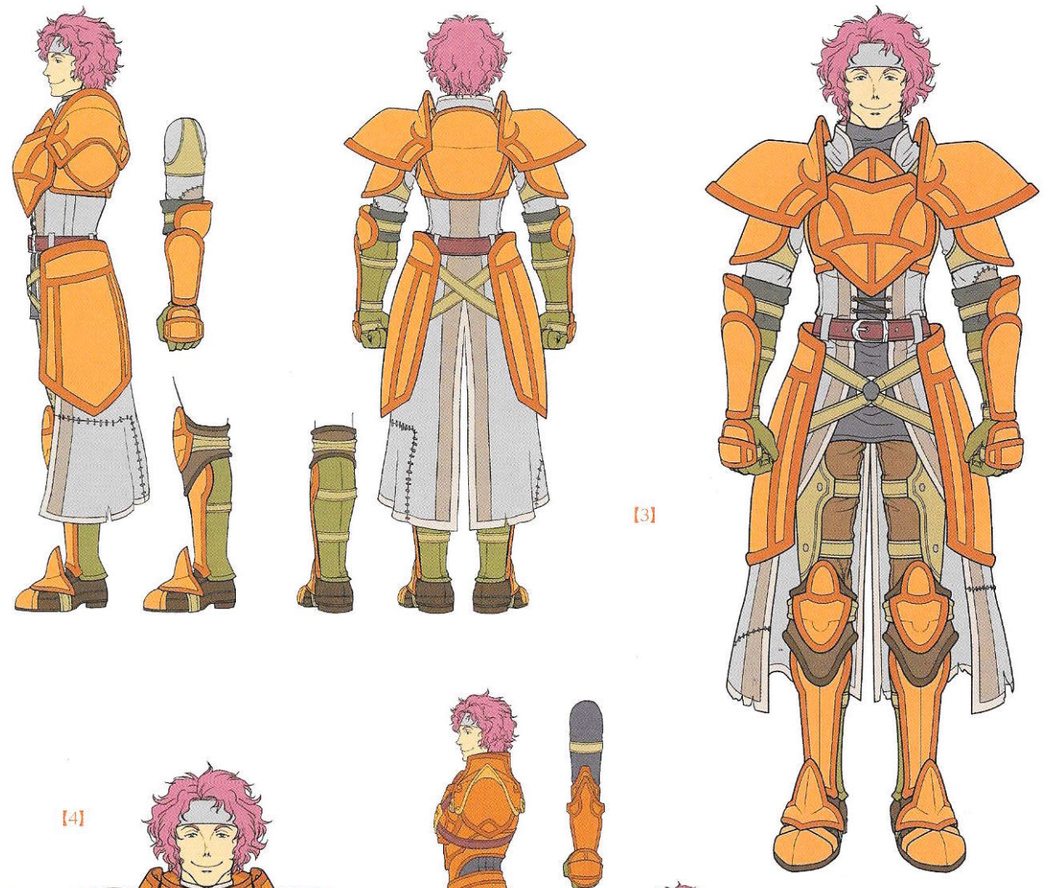
✣ ✣ ✣ ✣ ✣

N O T E S

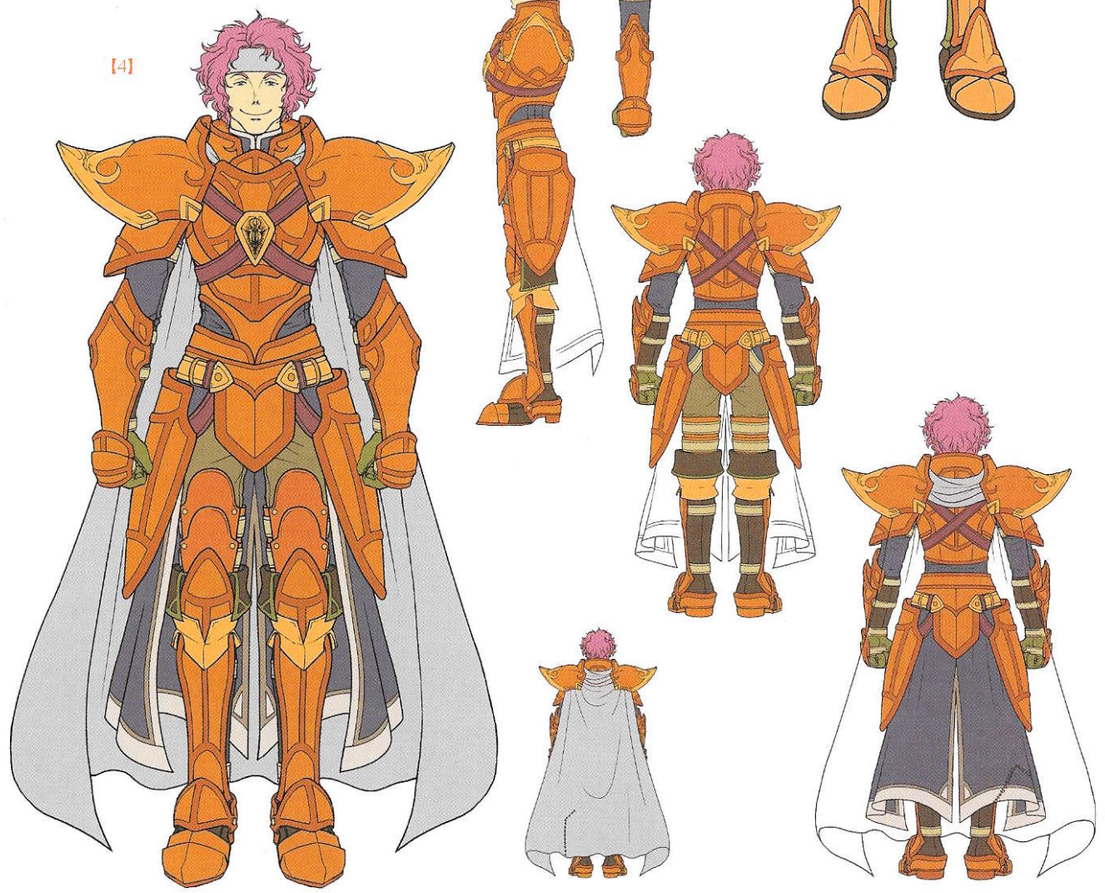
[1] Three views of Kieran as a "Axe Paladin." This design features his characteristic horned helmet and shoulder armor. **[2]** Three views as a "Gold Knight." Here you can see what is normally hidden behind his cape. **[3]** Three views of Makalov as a "Blade Paladin." The patches featured on his clothing should give a good idea of his economic status. **[4]** Three views as a "Gold Knight." It seems he is wearing the uniform of a Crimean Royal Knight, since it visibly matches Kieran and Geoffrey's designs.



[2]

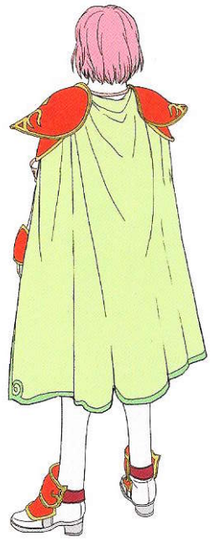


[3]



[4]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

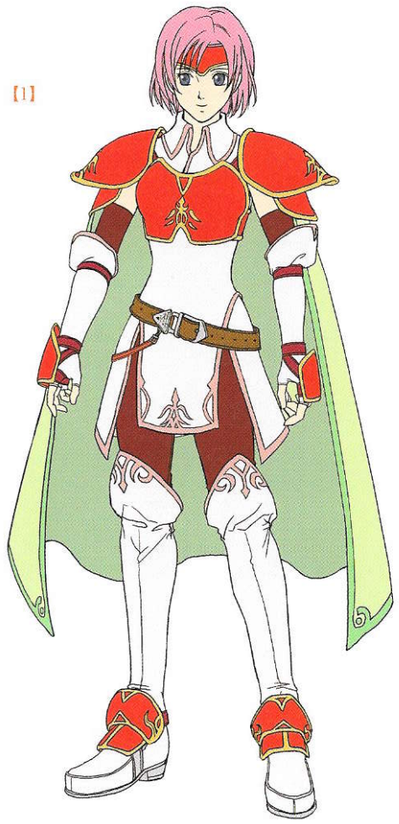


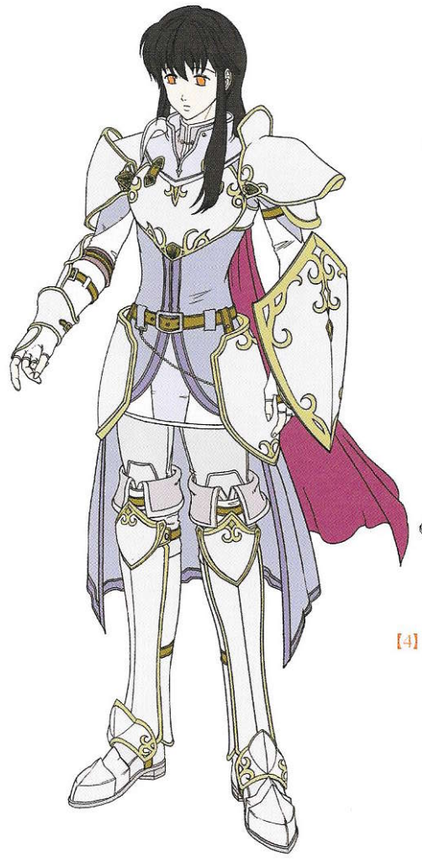
✣ ✣ ✣ ✣ ✣

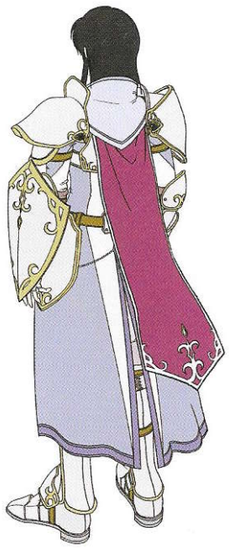
N O T E S

[1] Two views of Marcia as a "Falcon Knight." The armor she wears is rounded to be more "feminine." **[2]** Two views as a "Seraph Knight." The most notable feature is the cape that resembles flower petals. **[3]** A design sketch of the "Seraph Knight" look. It is a side-view of a more "noble" appearance. It is more feminine with thigh-high boots and heels. **[4]** Two views of Astrid as a "Bow Paladin." The shield on her left arm is the most notable feature. **[5]** An alternate color palette of her "Silver Knight" look. It is rare to see Astrid wearing her helmet as she is here. **[6]** Three views as a "Silver Knight." All the ornaments she wears on her back are normally concealed by the cape.

[1]

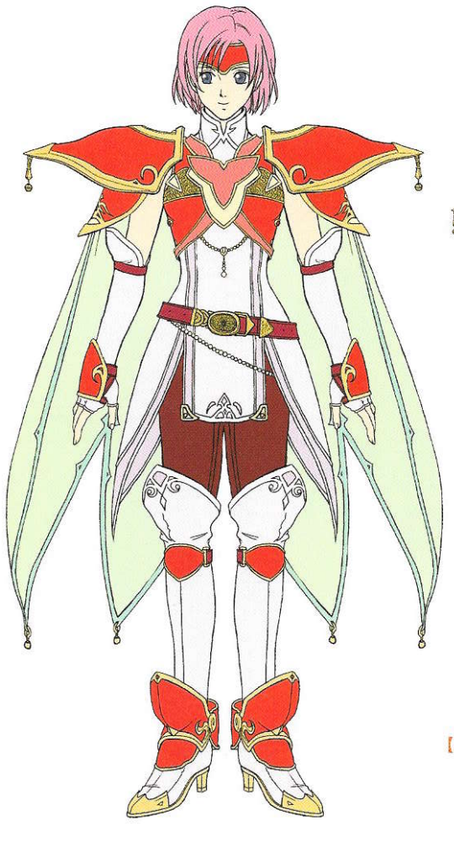


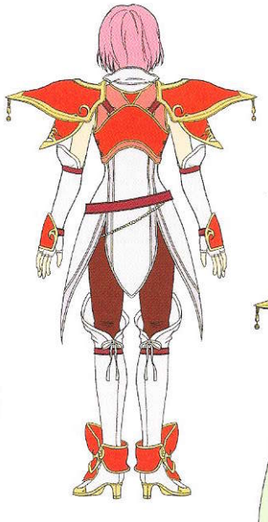


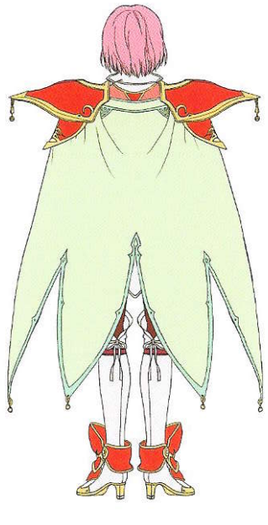


[4]

[5]

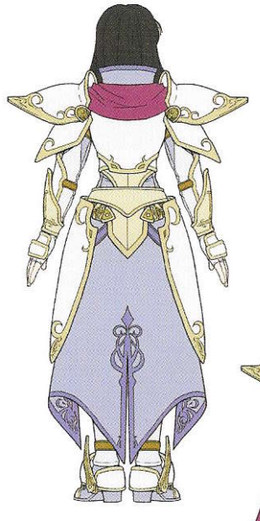


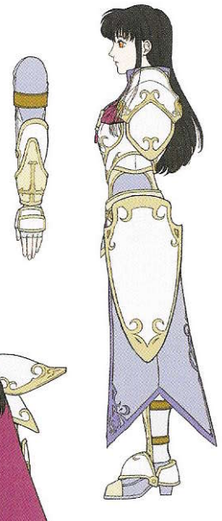


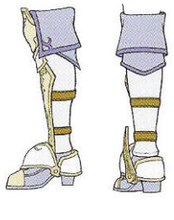


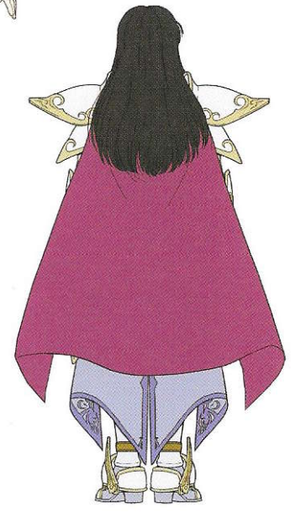
[2]

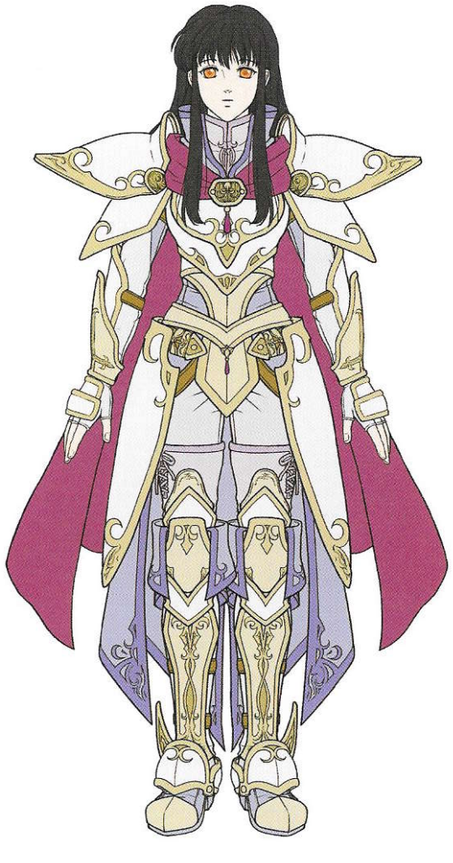
[3]





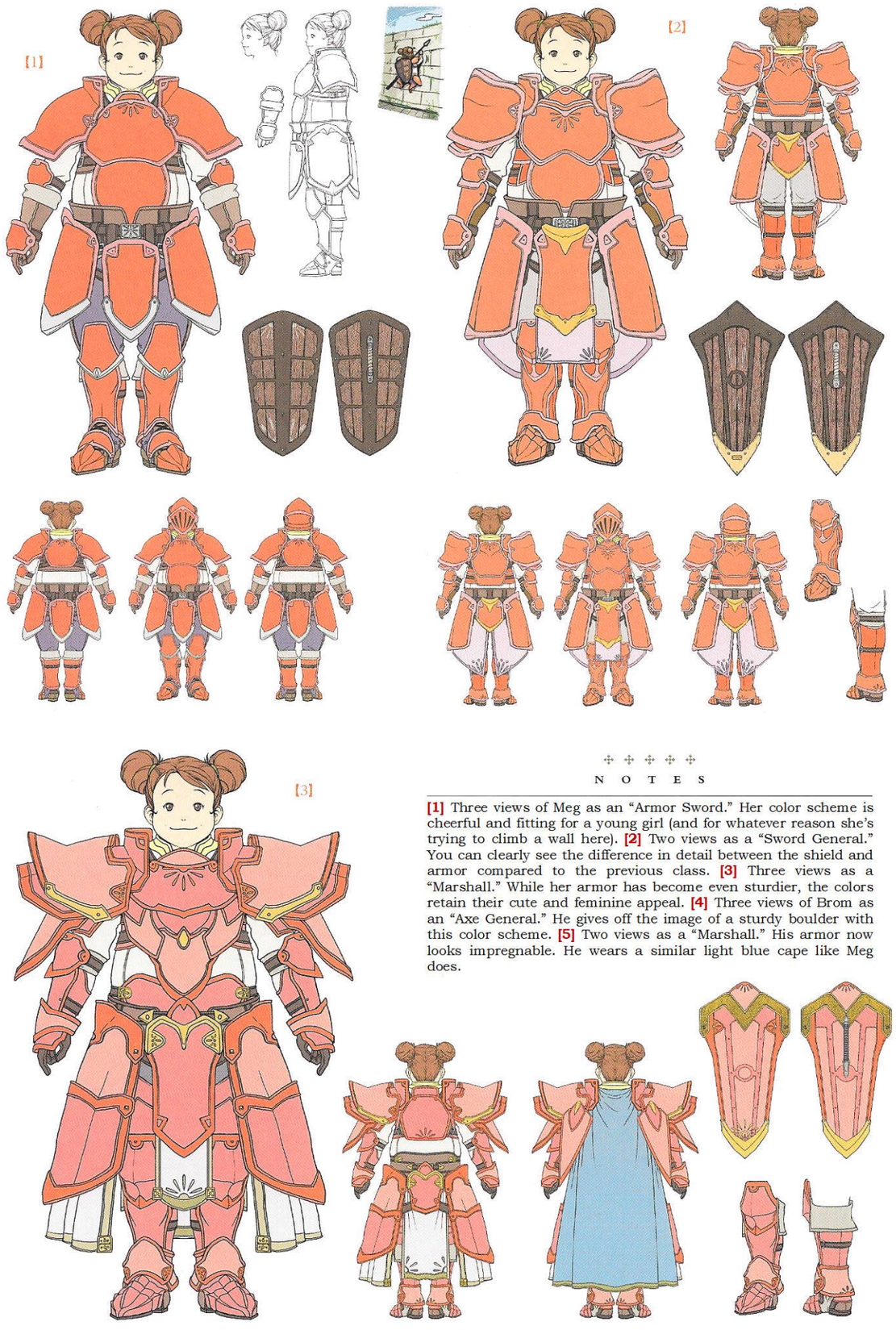






[6]

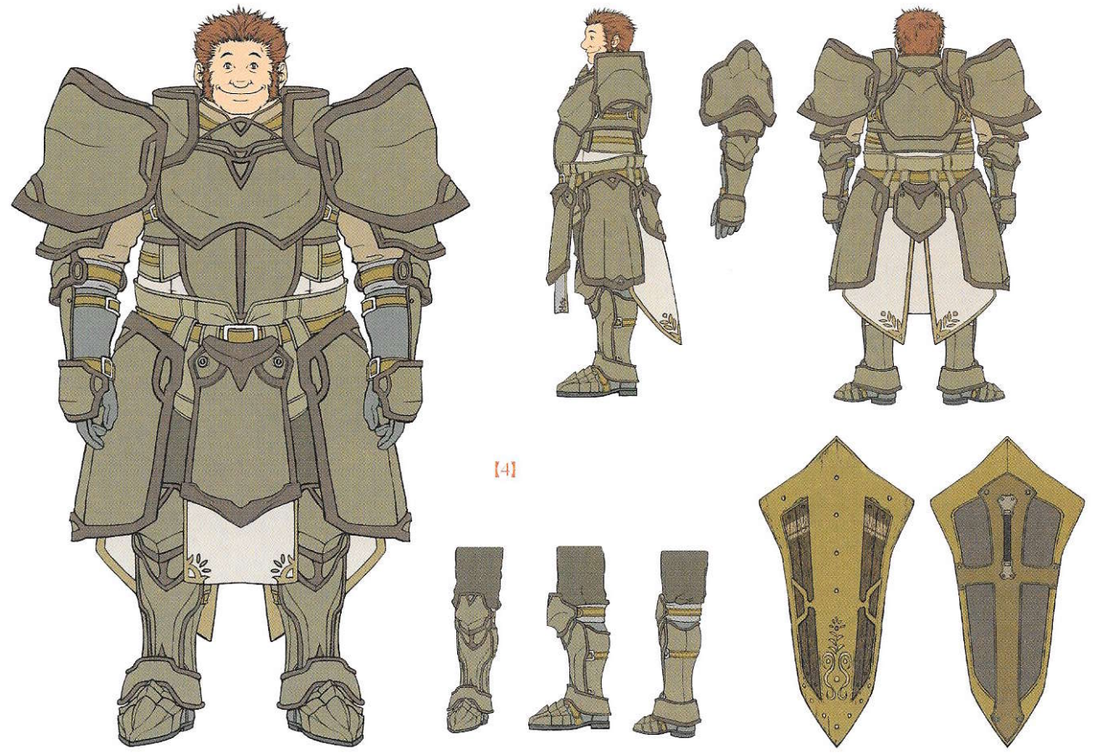
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

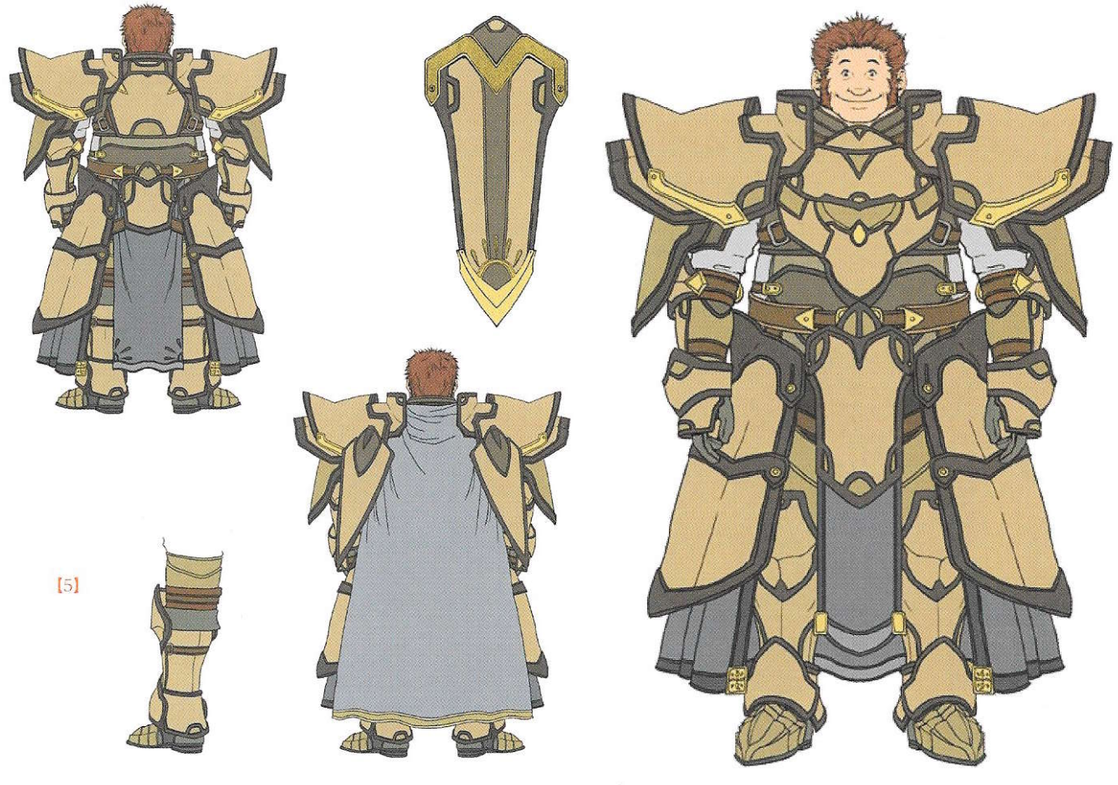


✣ ✣ ✣ ✣ ✣

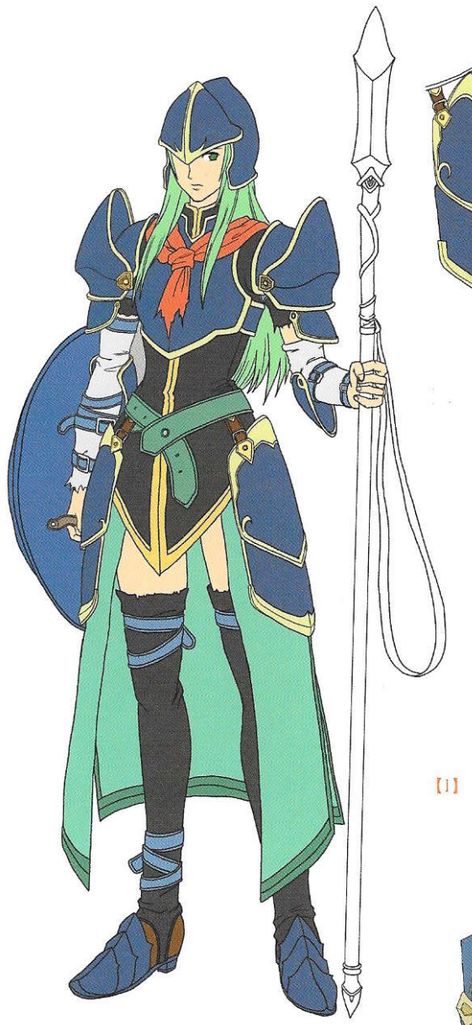
N O T E S

[1] Three views of Meg as an "Armor Sword." Her color scheme is cheerful and fitting for a young girl (and for whatever reason she's trying to climb a wall here). **[2]** Two views as a "Sword General." You can clearly see the difference in detail between the shield and armor compared to the previous class. **[3]** Three views as a "Marshall." While her armor has become even sturdier, the colors retain their cute and feminine appeal. **[4]** Three views of Brom as an "Axe General." He gives off the image of a sturdy boulder with this color scheme. **[5]** Two views as a "Marshall." His armor now looks impregnable. He wears a similar light blue cape like Meg does.



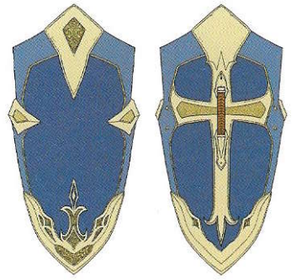


scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

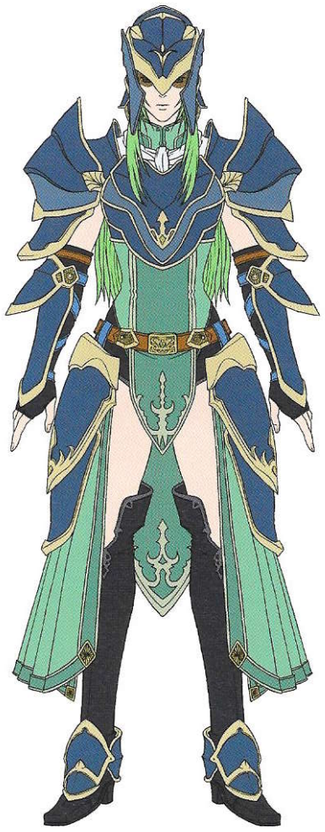


[1]

[2]



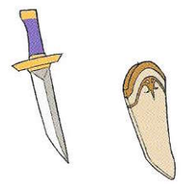
[3]

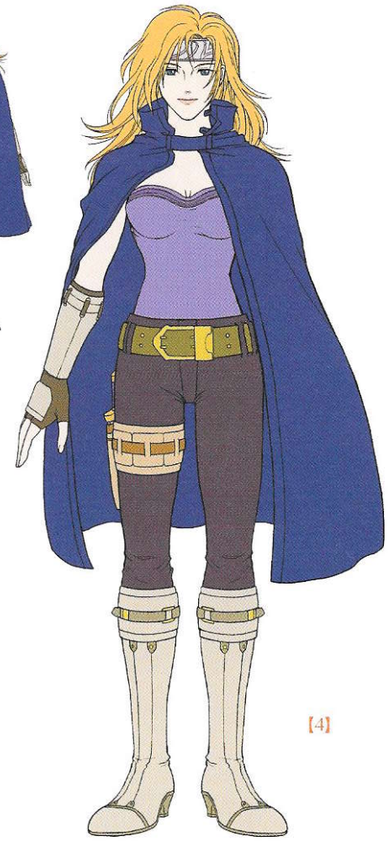


✣ ✣ ✣ ✣ ✣

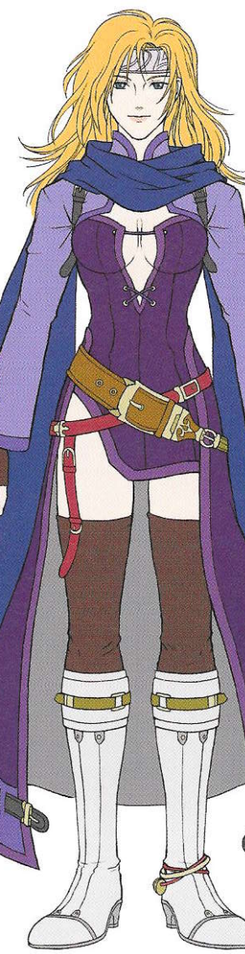
NOTES

[1] Two views of Nephenee as a "Halberdier." You can get a glimpse of her back, which is normally hidden behind her long hair. **[2]** Some design sketches of her as a "Sentinel." She is seen wielding her shield. **[3]** Three views as a "Sentinel." Her design is more feminine compared to the lower class. **[4]** Three views of Heather as a "Rogue." Her clothes are a fit to her limber body and give her an alluring look. **[5]** Three views as a "Whisper." Sexier and more dynamic. She has a scarf instead of a cape now.

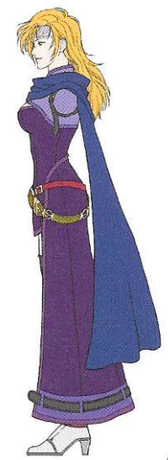


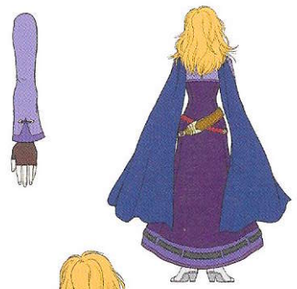


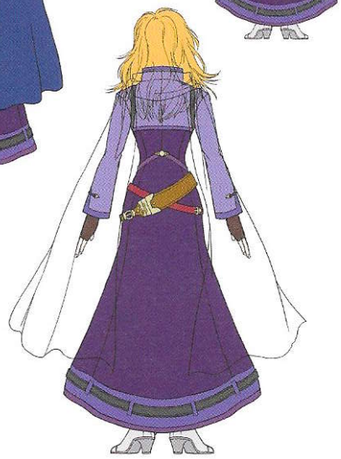
[4]



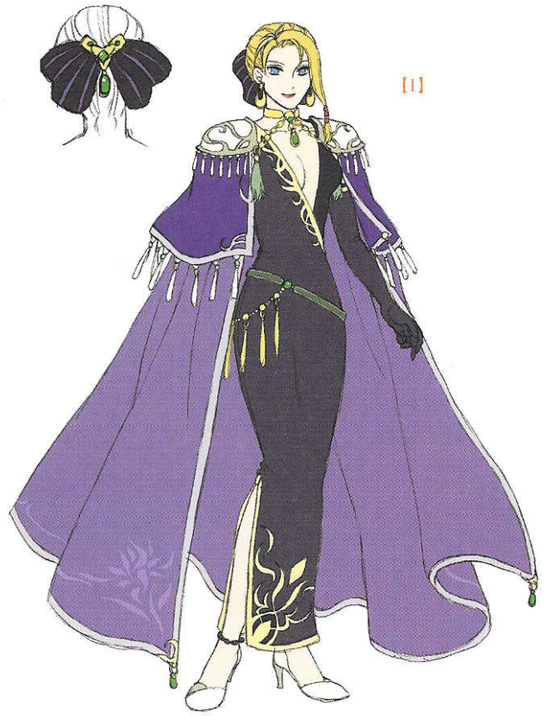
[5]



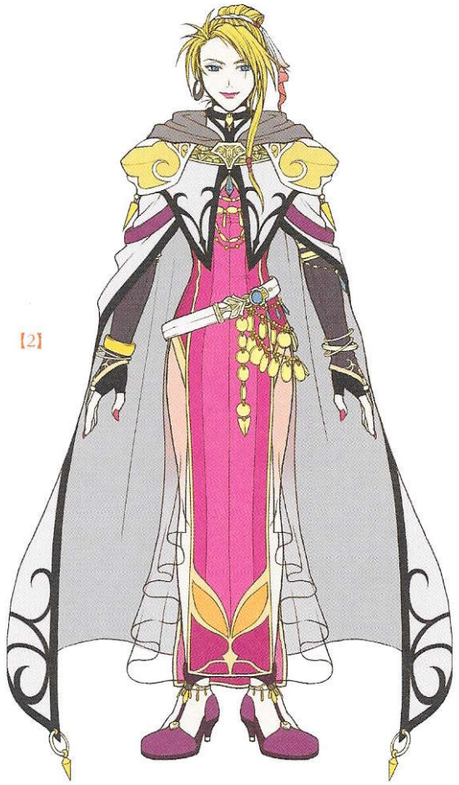




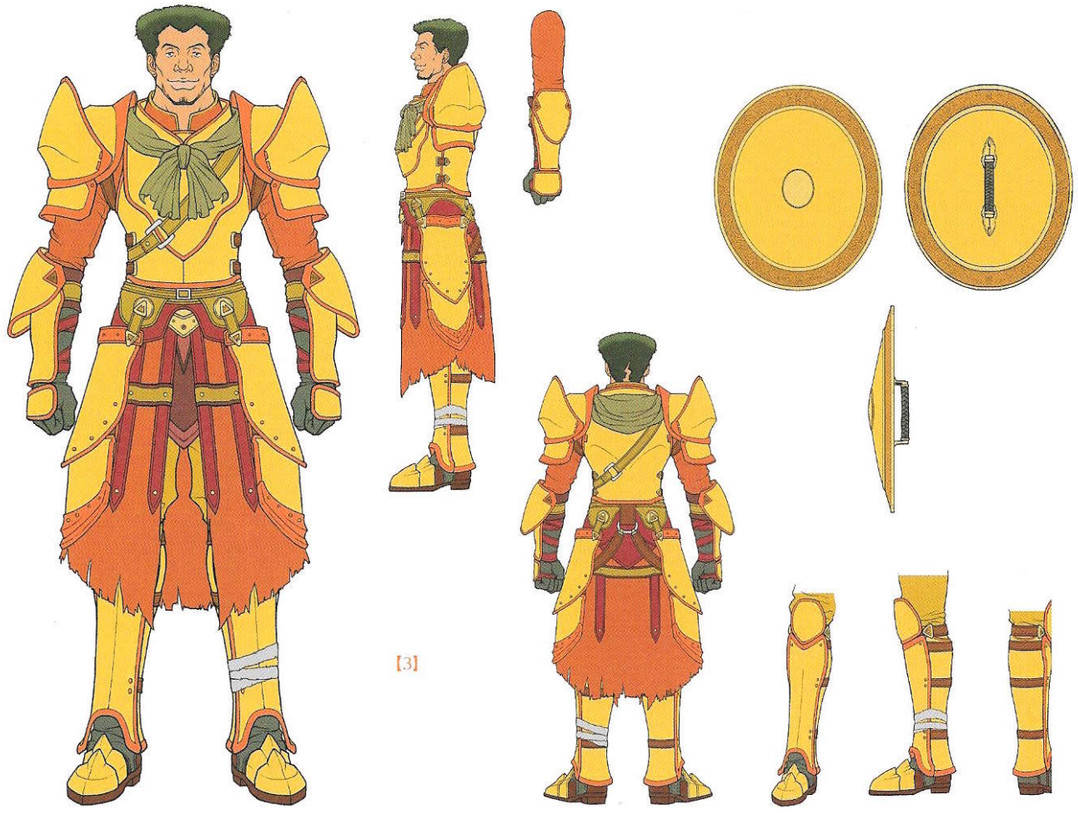
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



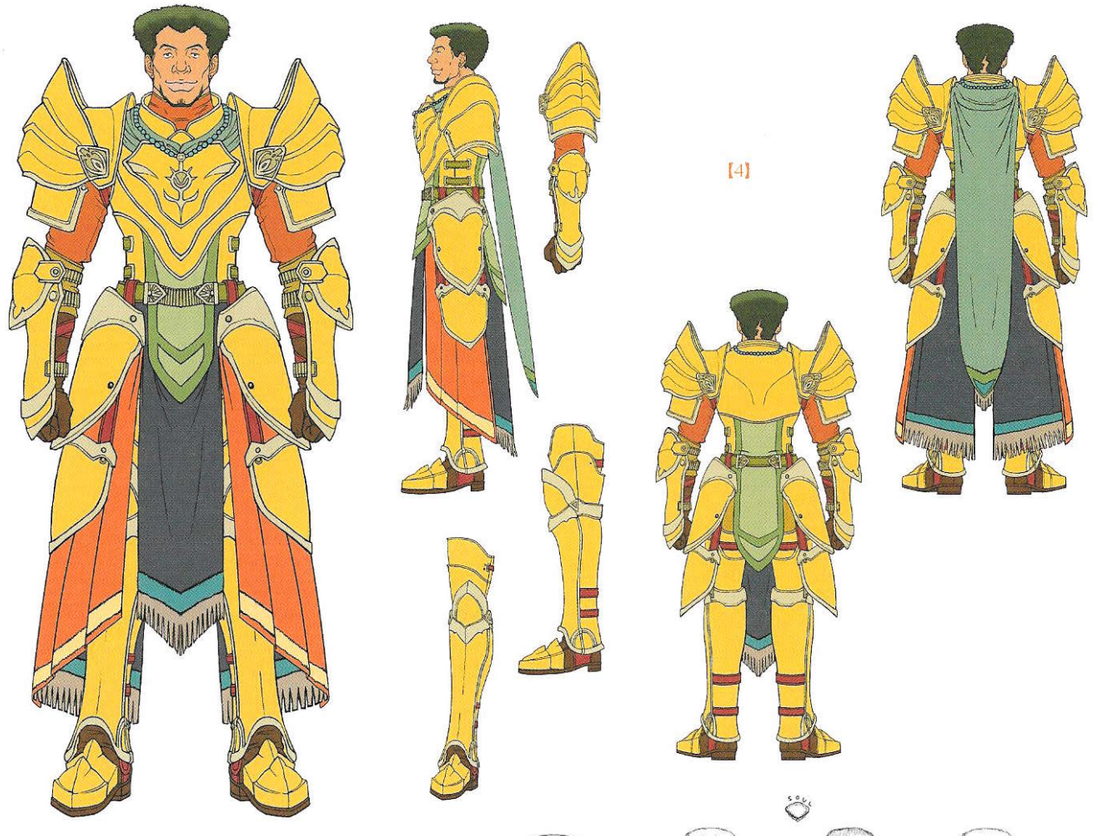
[1]



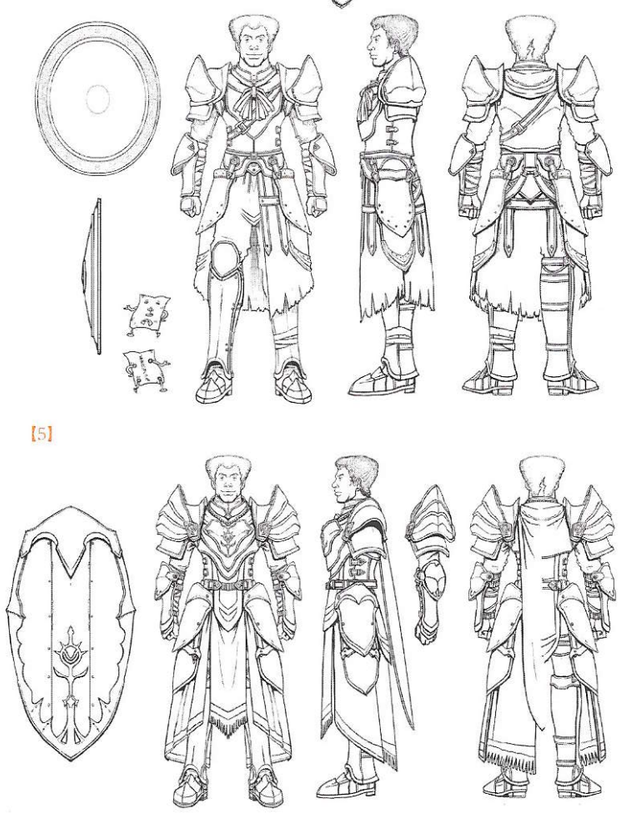
[2]



[3]



[4]



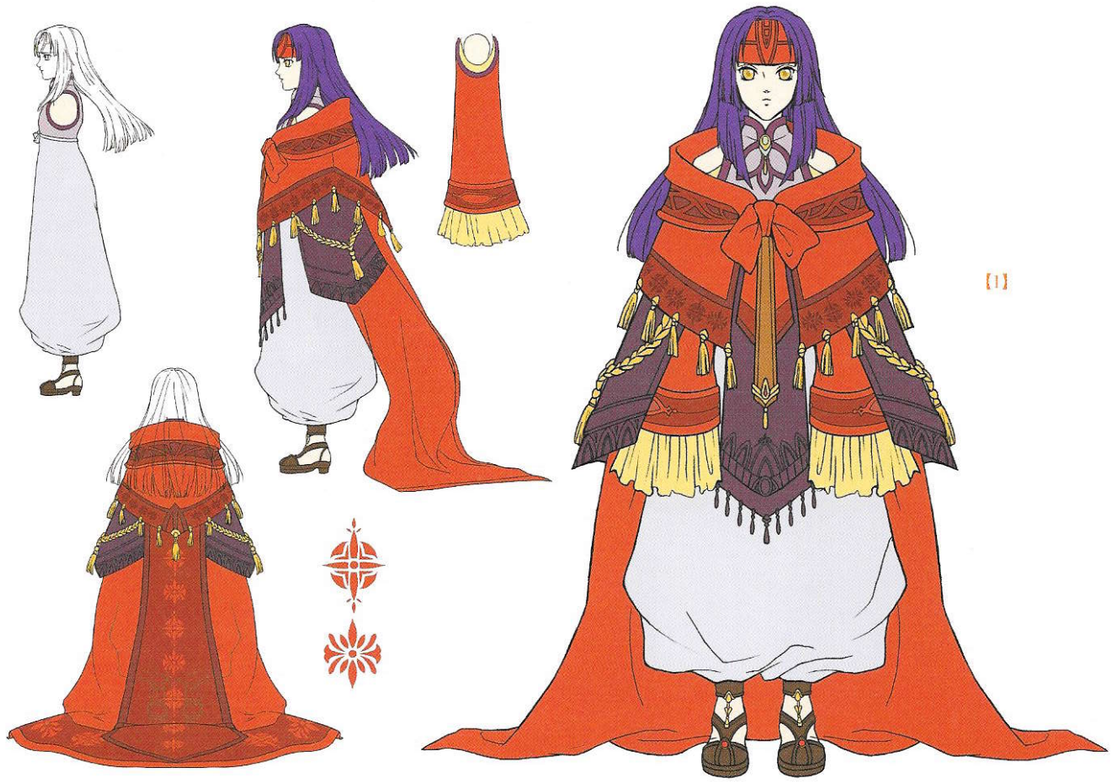
[5]

✣ ✣ ✣ ✣ ✣

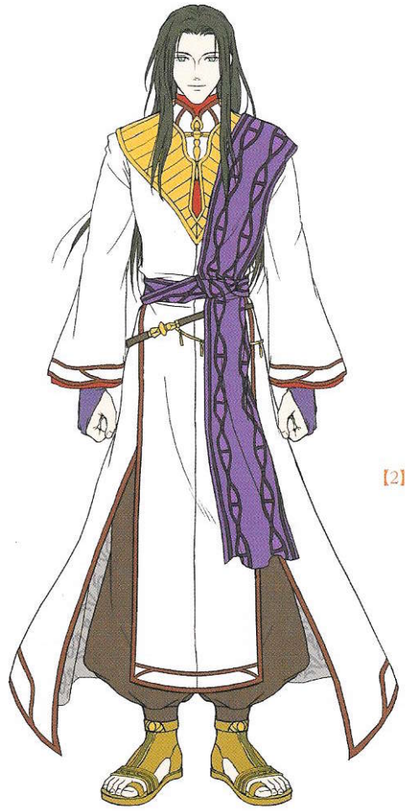
NOTES

[1] Calill's initial design as a "Fire Sage." The large opening over her chest really gives off a "lady-like" impression. **[2]** Initial design as an "Archsage (Fire)." She wears quite a few accessories around her footwear and arms. **[3]** Three views of Danved as a "Halberdier." His design features a unique scarf and a frayed pelt. **[4]** Three views of Danved as a "Sentinel." His pelt hems now have fringes, and he gains a showy necklace too. **[5]** Concept sketches of Danved. Upon closer inspection, he really *does* seem to resemble his "best friend" Devdan quite a bit, huh...?

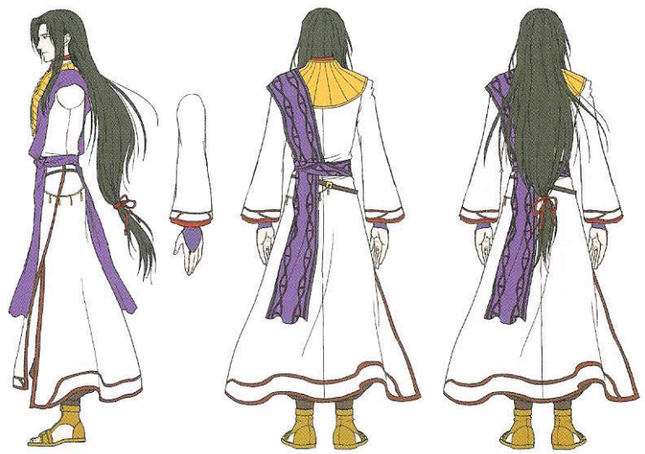
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

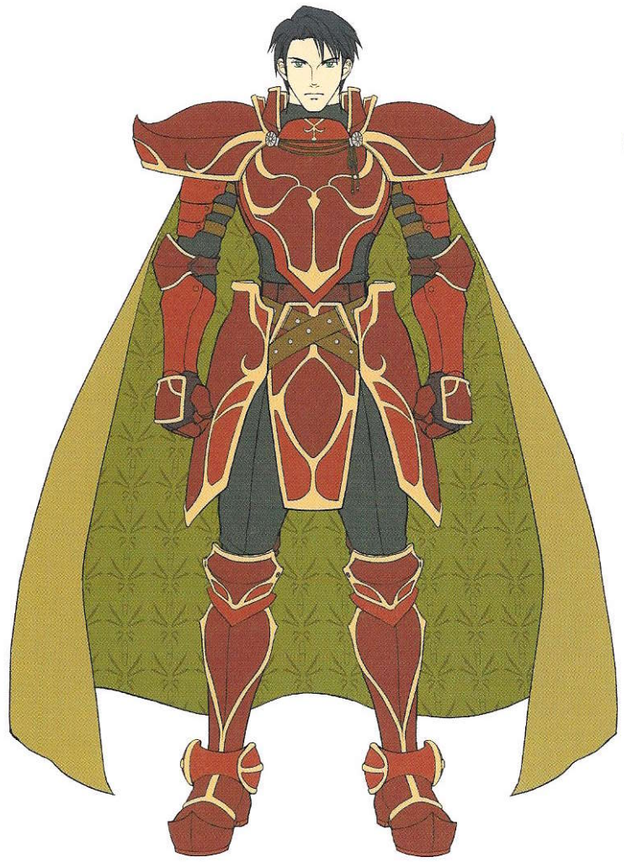


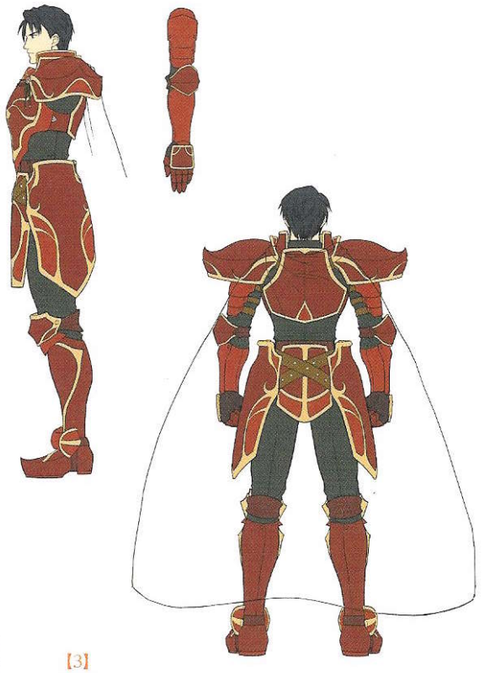
[1]



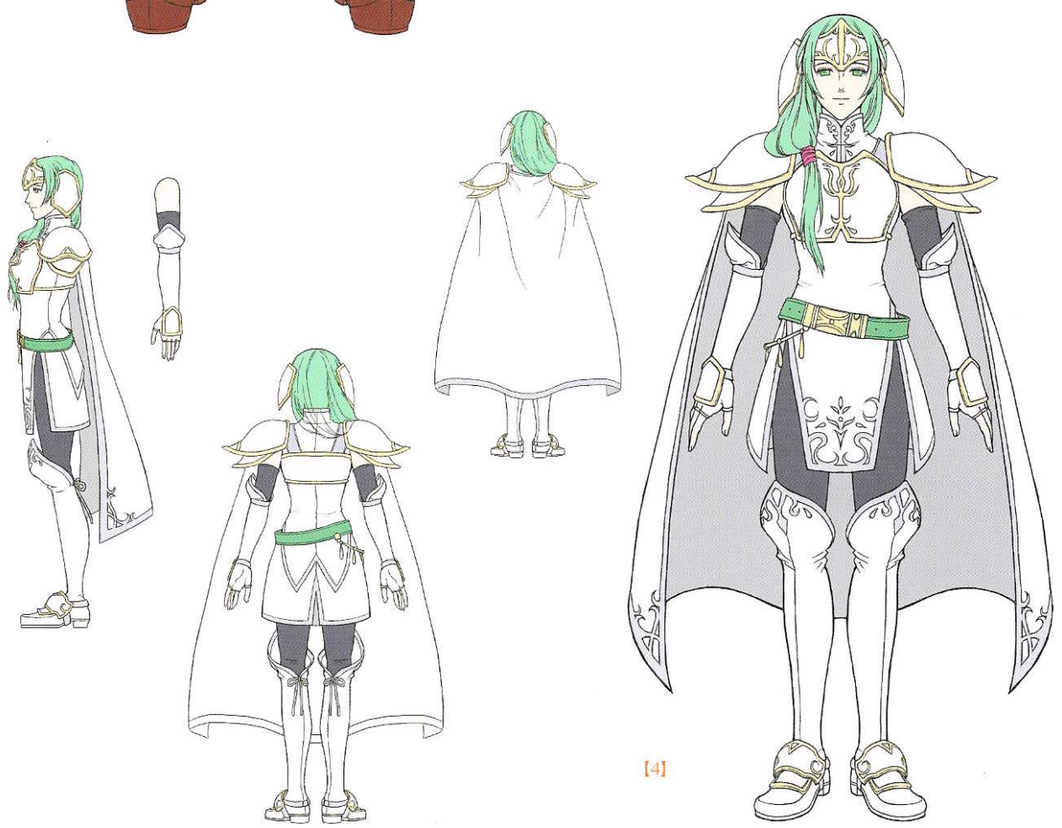
[2]







[3]



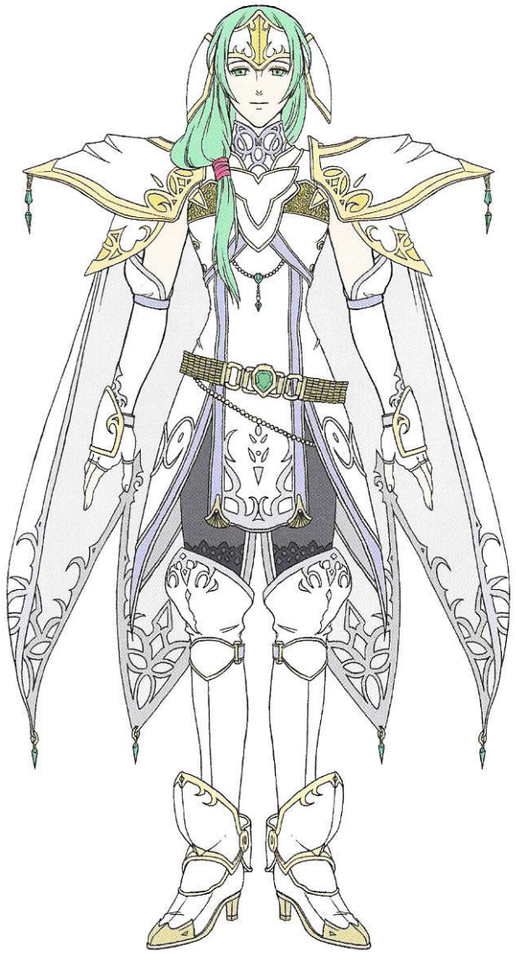
[4]

✣ ✣ ✣ ✣ ✣

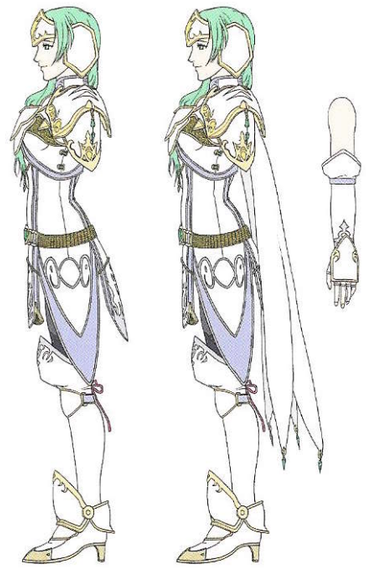
NOTES

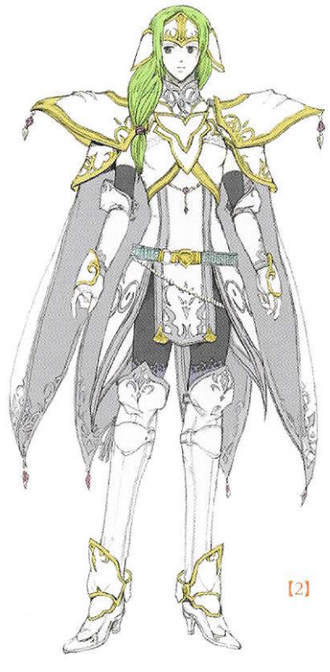
[1] Three views of Sanaki as an "Empress." You can more clearly see details (such as the pattern on her cape) that may be difficult to see within the game otherwise. [2] Three views of Sephiran as a "Chancellor." You can clearly see how his hair is tied low behind his back. [3] Three views of Zelgius as a "Marshall." You can get a clear look at the equipment he has behind the cape here. [4] Three views of Sigrun as a "Falcon Knight." She wears rather adorable ribbons on the back side of her boots.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

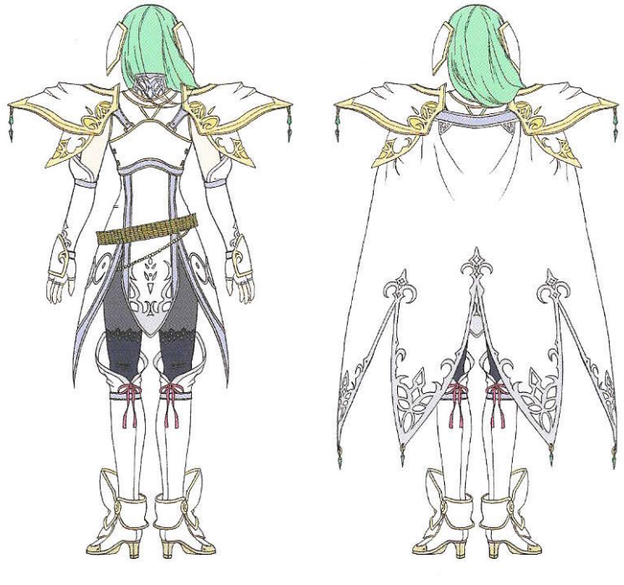


[1]





[2]

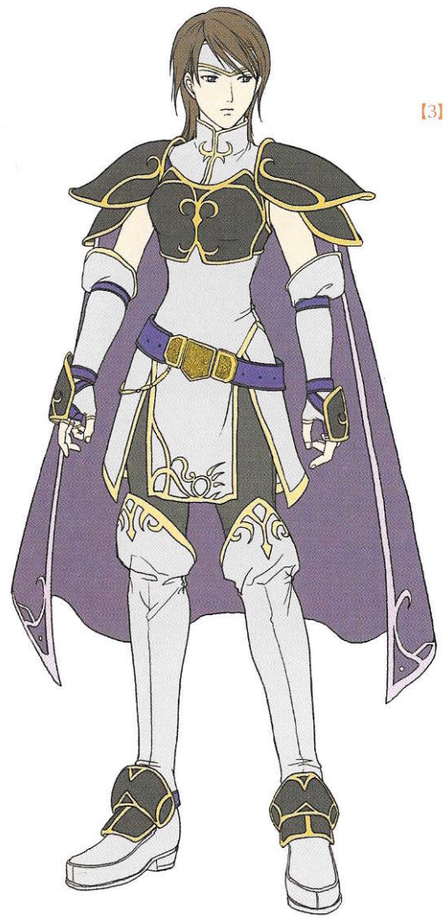


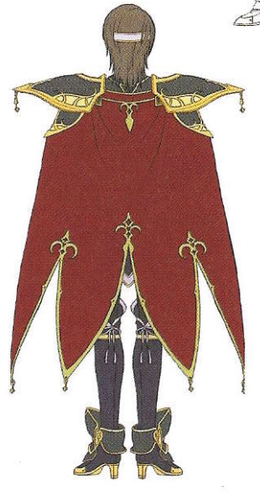
✣ ✣ ✣ ✣ ✣

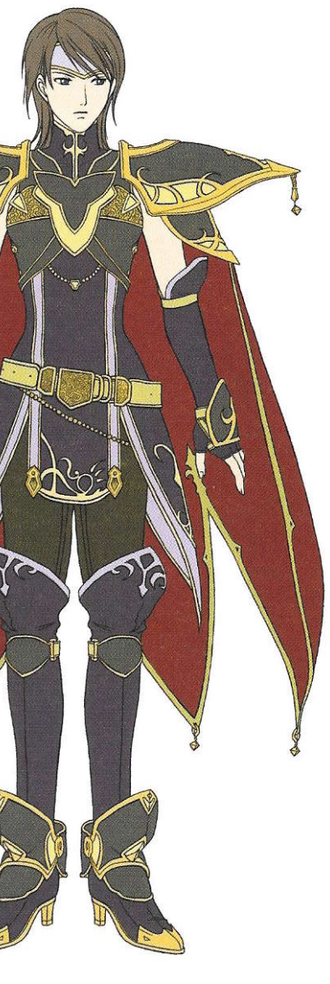
NOTES

[1] Three views of Sigrun as a "Seraph Knight." Her beautiful laced-wear and cape are her defining traits. **[2]** The initial design as a "Seraph Knight." There are no major differences, but she does wear [slightly different] arm guards here. **[3]** Two views of Tanith as a "Falcon Knight." She wears a shorter cape to give off a more "active" impression. **[4]** Two views as a "Seraph Knight." It is interesting to see how she compares to Sigrun when side-by-side.

[3]

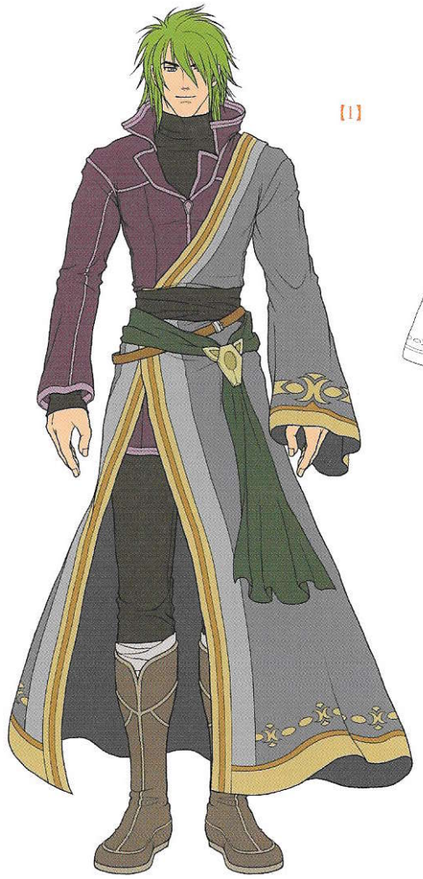






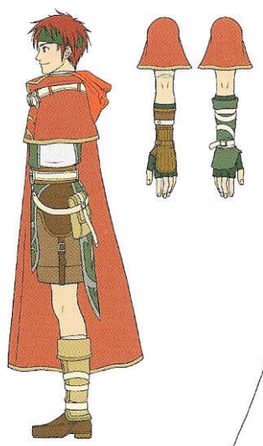
[4]

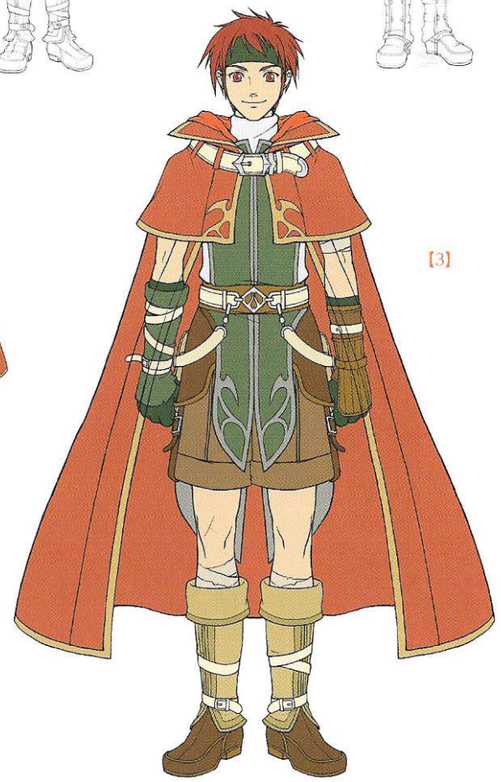
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



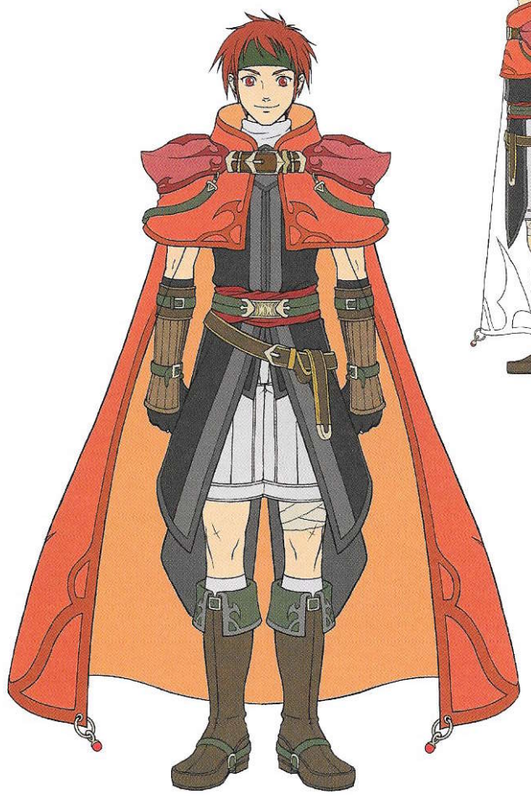
[1]

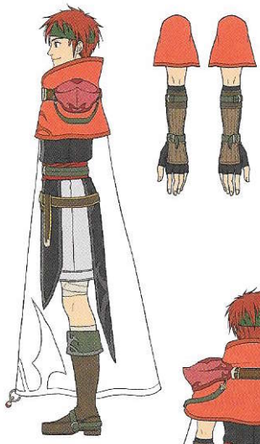
[2]

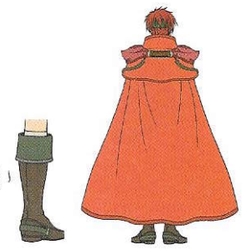




[3]

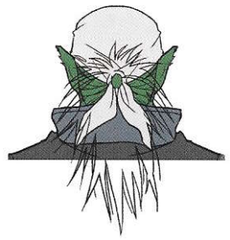






[4]

[5]



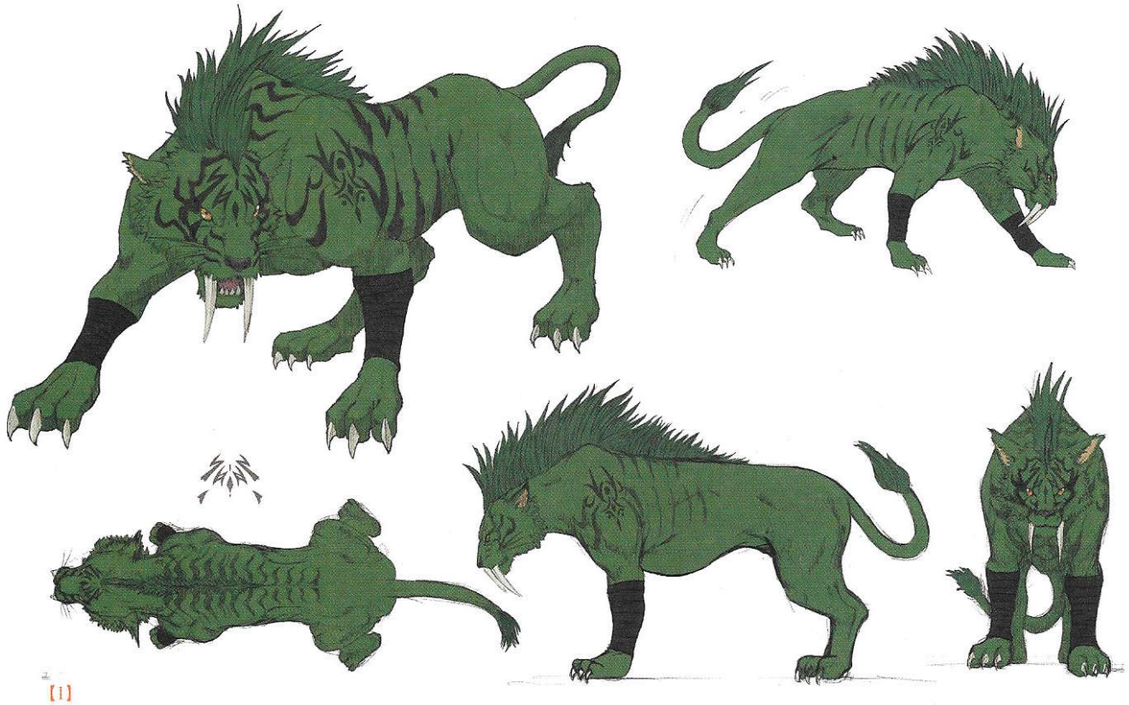
[6]

✣ ✣ ✣ ✣ ✣

NOTES

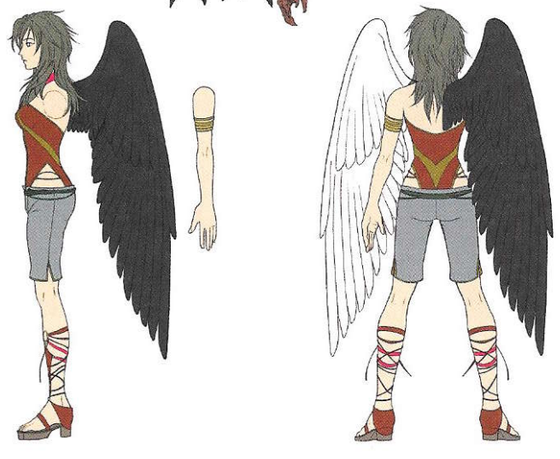
[1] Two views of Stefan as a "Trueblade." You can get a glimpse of what is normally hidden beneath his sleeve. **[2]** A design sketch of Tormod. The short-pants are vital to portraying him as youthful and energetic. **[3]** Three views as a "Fire Sage." You can see he wears a hooded cloak. His trademark bandana is also featured. **[4]** Tormod as an "Archsage (Fire)." The black colors make him look slightly more mature. **[5]** A designs ketch of the "Archsage (Fire)" look. He has a more childish face here than he does in the final product. **[6]** Two views of Muarim. Following a desert motif, his clothes are simple and well ventilated.

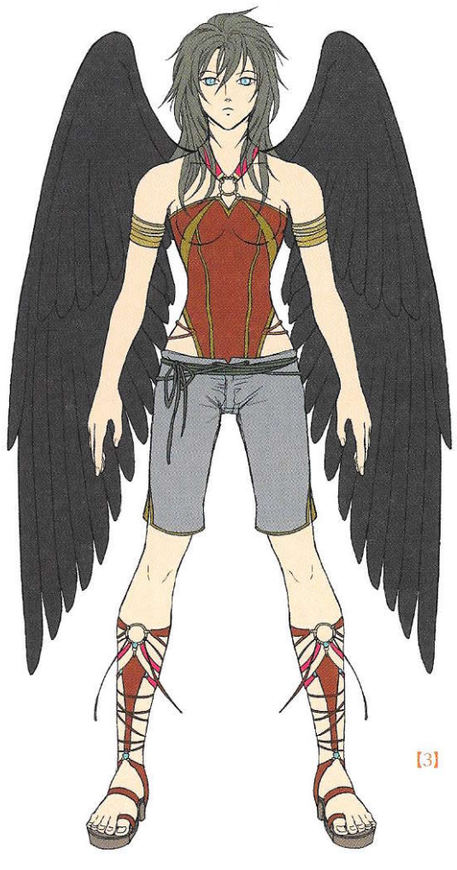
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



[1]

[2]





[3]

✣ ✣ ✣ ✣ ✣

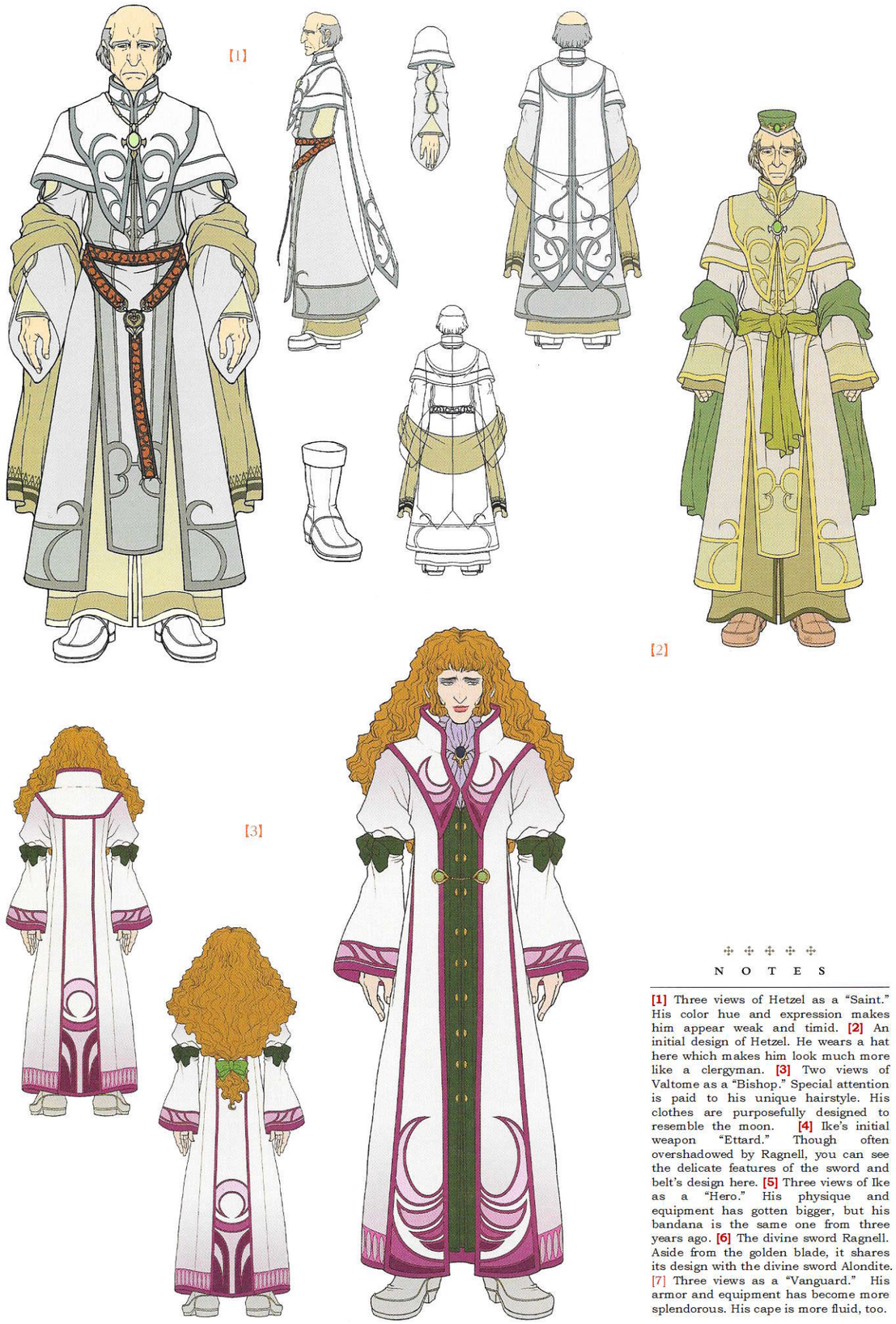
NOTES

[1] Three views of Muarim after transformation. You can clearly see the ink patterns he has on both his shoulders. Bandages are wrapped around his arms just like in his human form. **[2]** Vika after transformation. The pattern on her chest and distinct colors of her beak and talons can be seen here. **[3]** Three views of Vika. She is rather exposed to give a more "exotic" feel to her. **[4]** Three views of Oliver as a "Saint." It is hard to hate him when you see his plump, corpulent belly and that ribbon he wears on the back of his head. **[5]** Three views of Lekain as a "Saint." His smug expression and magnificent red/gold color scheme are his defining traits.

[4]

[5]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

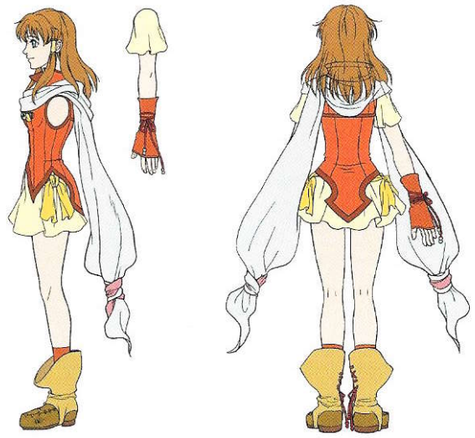


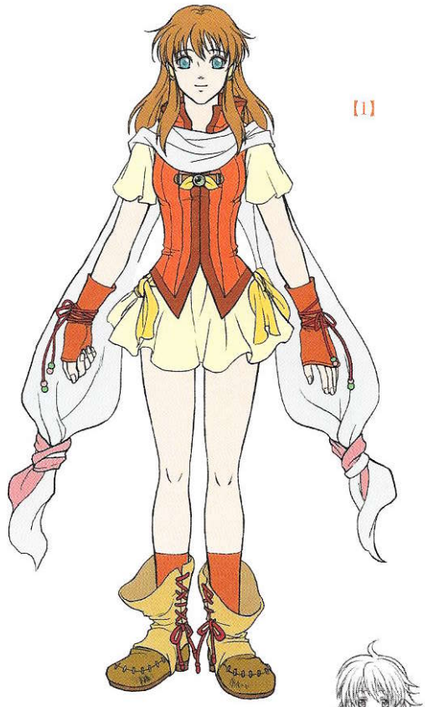
✣ ✣ ✣ ✣ ✣

N O T E S

[1] Three views of Hetzel as a "Saint." His color hue and expression makes him appear weak and timid. **[2]** An initial design of Hetzel. He wears a hat here which makes him look much more like a clergyman. **[3]** Two views of Valtome as a "Bishop." Special attention is paid to his unique hairstyle. His clothes are purposefully designed to resemble the moon. **[4]** Ike's initial weapon "Ettard." Though often overshadowed by Ragnell, you can see the delicate features of the sword and belt's design here. **[5]** Three views of Ike as a "Hero." His physique and equipment has gotten bigger, but his bandana is the same one from three years ago. **[6]** The divine sword Ragnell. Aside from the golden blade, it shares its design with the divine sword Alondite. [7] Three views as a "Vanguard." His armor and equipment has become more splendorous. His cape is more fluid, too.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



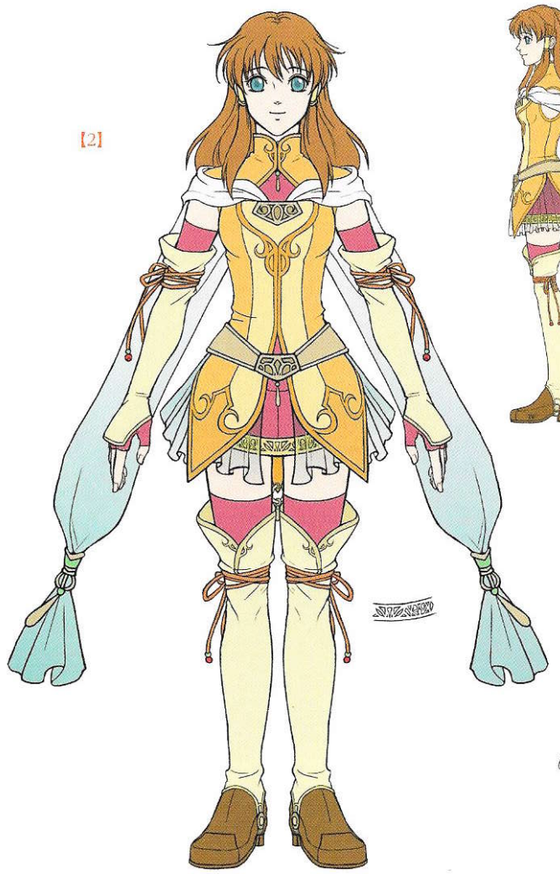


[1]

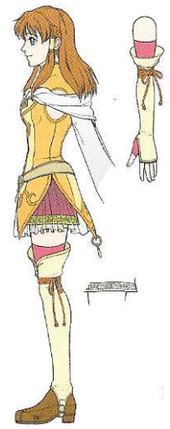
✣ ✣ ✣ ✣ ✣

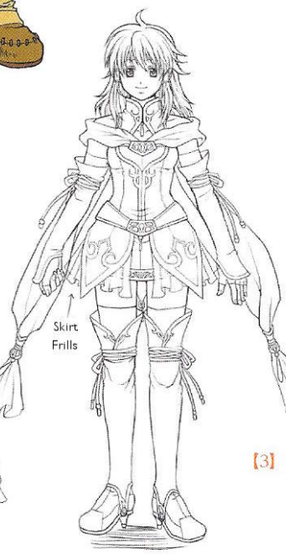
NOTES

[1] Three views of Mist as a "Cleric." Though she still wears a miniskirt and short boots like she did three years ago, the warmer colors give her a more feminine appearance. **[2]** Three views as a "Valkyrie." She is made beautiful by the overlapping cloth on her skirt and equipment. **[3]** A design sketch. The black and white sketch makes the design simpler to understand. **[4]** Three views of Titania as an "Axe Paladin." You can see that traces of her time in the Crimean Royal Knights remain. **[5]** A design sketch. She has a gentle expression despite being dressed in such sturdy armor. **[6]** Three views as a "Gold Knight." You can see the finer details or the armor and equipment normally hidden behind her cape.

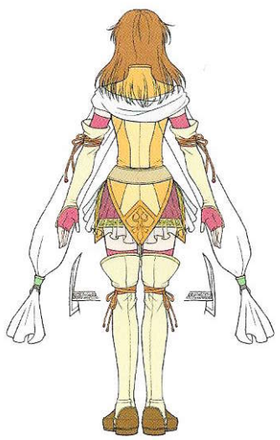


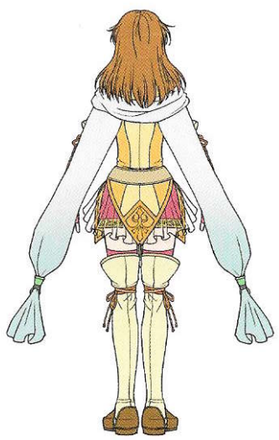
[2]

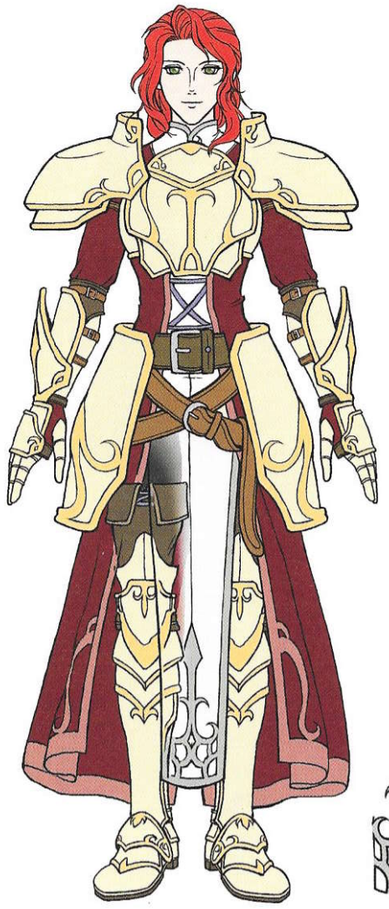


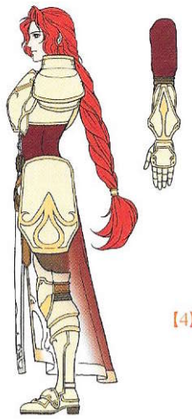


[3]



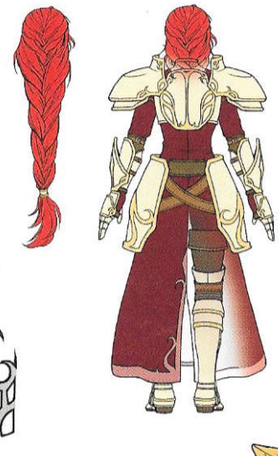


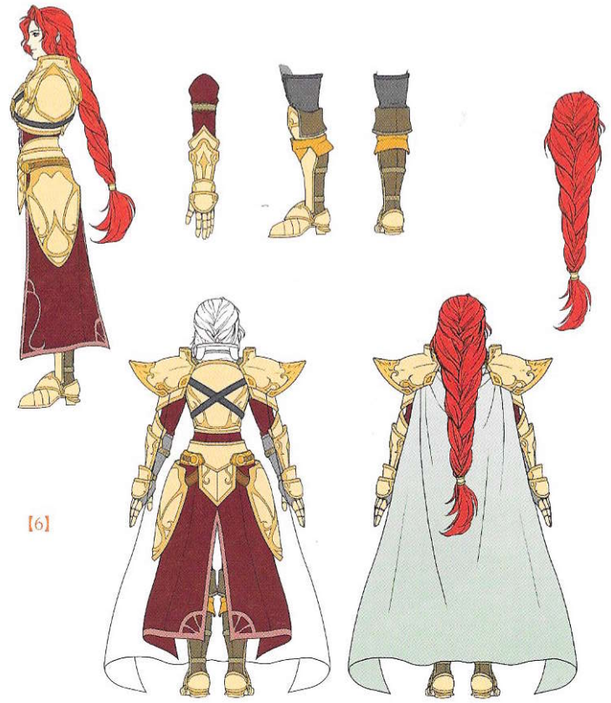




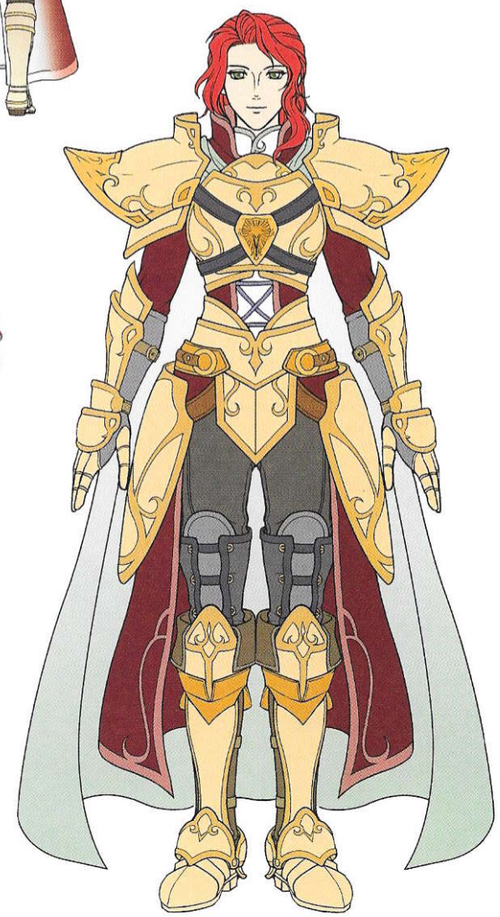
[4]

[5]



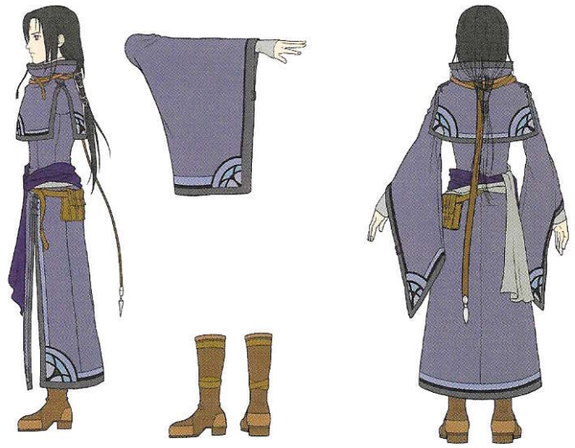


[6]

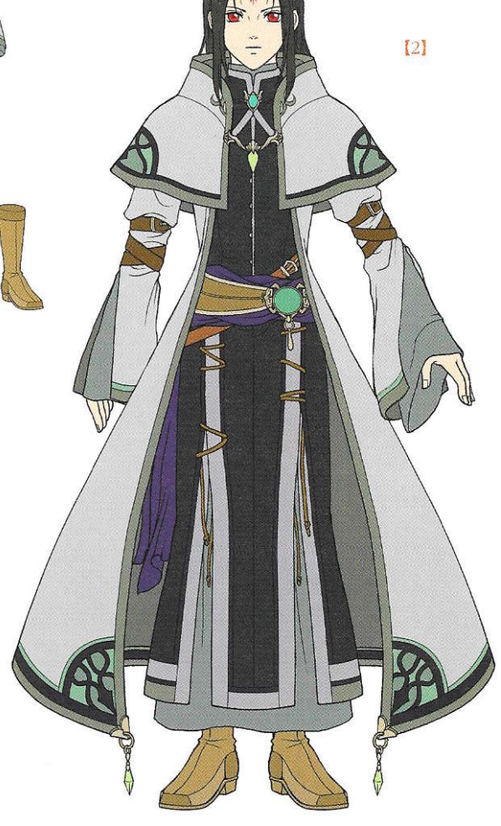


scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

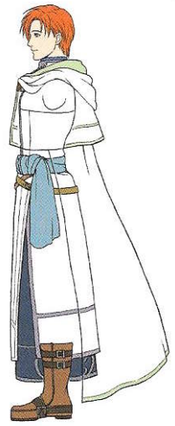
[1]

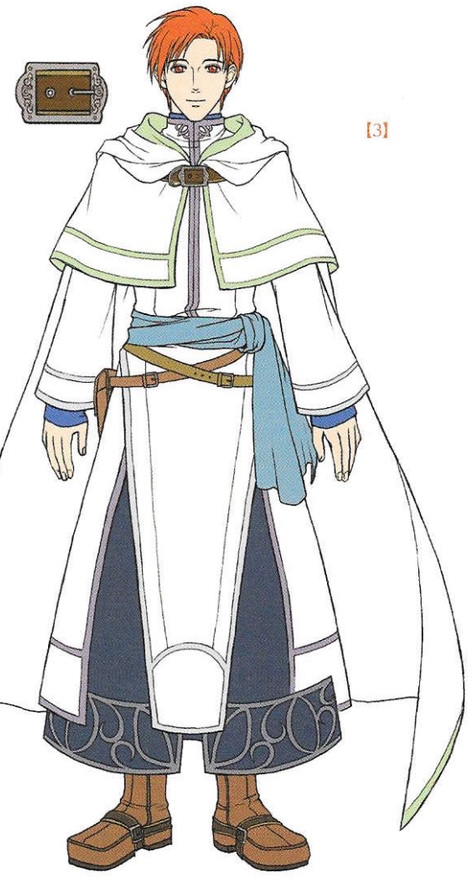


[2]



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



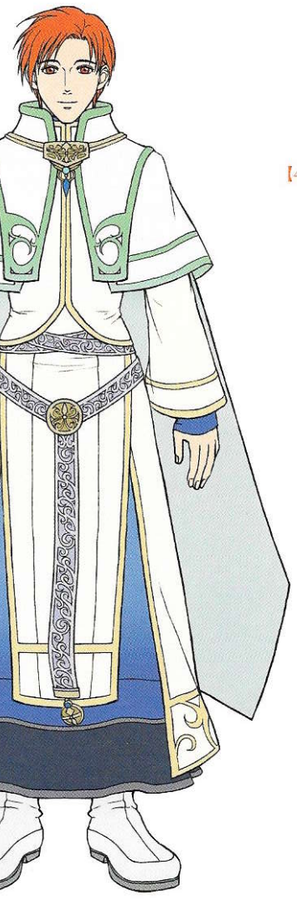


[3]

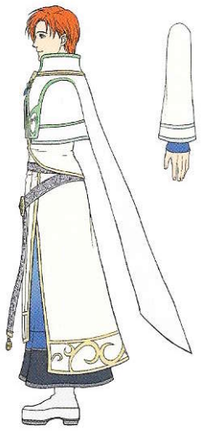
✣✣✣✣✣

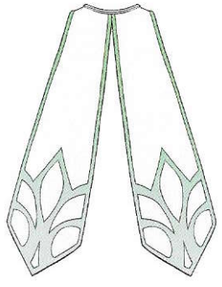
N O T E S

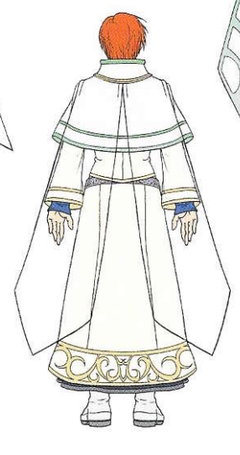
[1] Three views of Soren as a "Wind Sage." His clothing is modeled after his "Sage" look from three years ago. His expression has become slightly more mature, too. [2] Three views as an "Archsage." With a brighter color scheme, he now seems more approachable. [3] Three views of Rhys as a "Bishop." You can see the engravings on his belt buckle here. [4] Three views as a "Saint." The cape flows down his back like wings, and his clothing hems feature an aesthetically pleasing gradation.

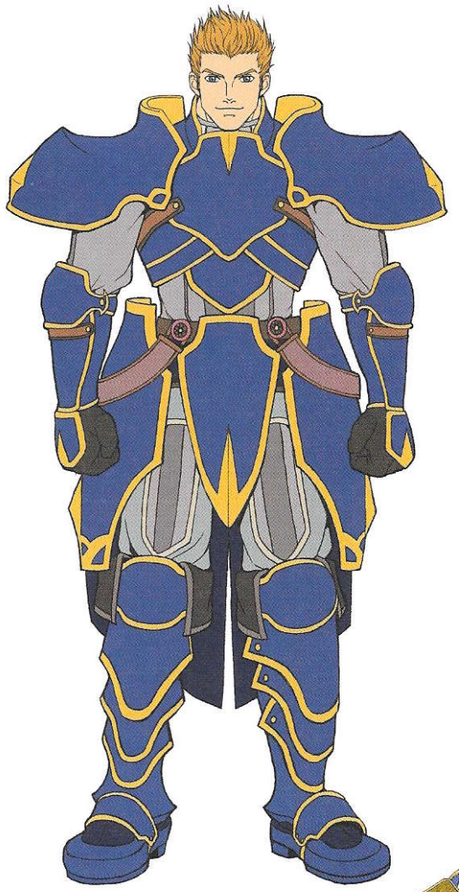


[4]



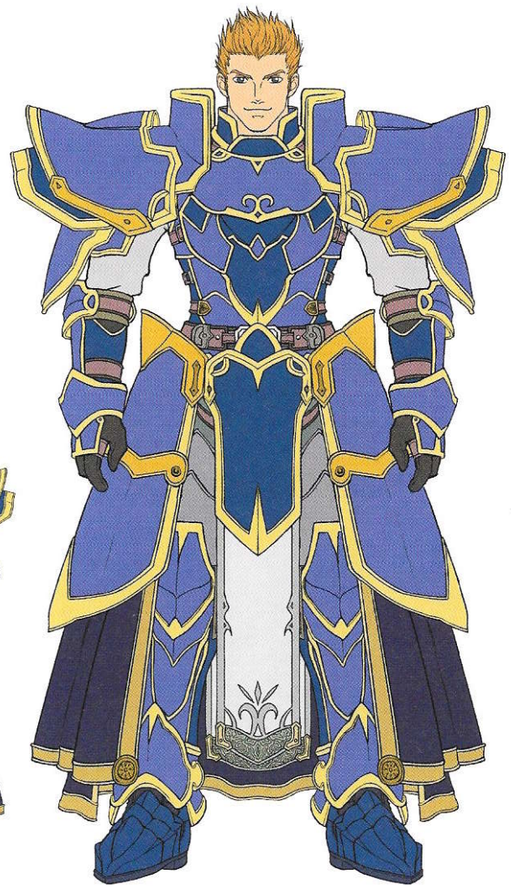


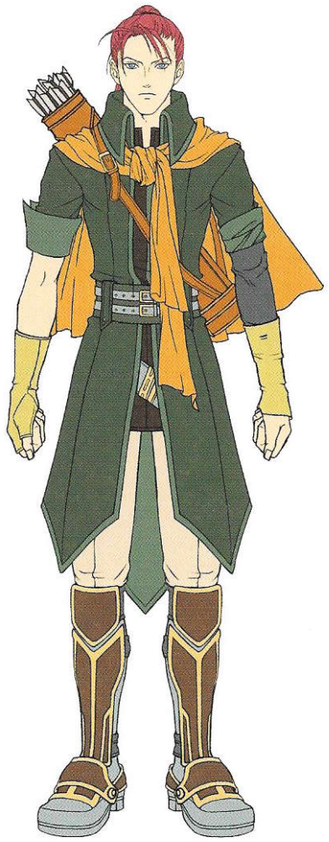


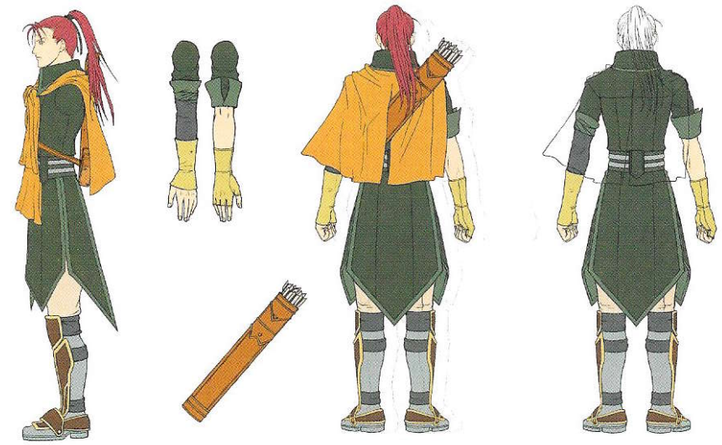


[1]

[2]







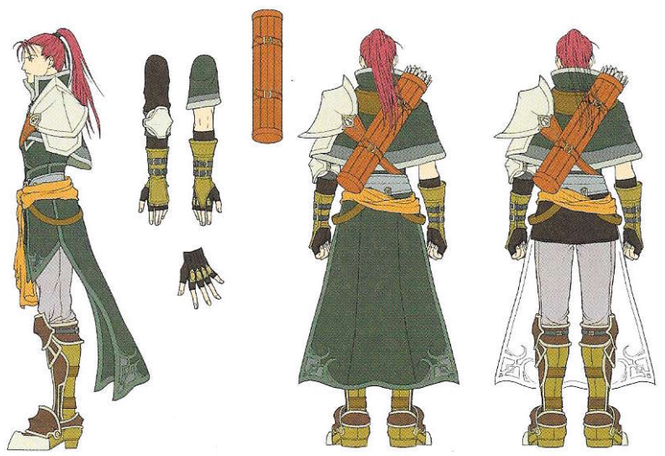
[3]

✣✣✣✣✣

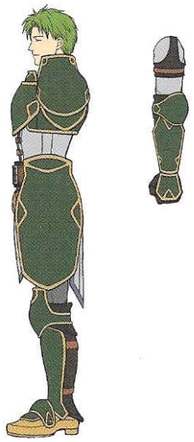
NOTES

[1] Three views of Gatrie as a "Lance General." He wears his bulky armor like it's nothing, making him the most physically fit member of the Greil Mercenaries. **[2]** Two views as a "Marshall." The armor he wears is fitting to both his personality and title. Perhaps he will finally have luck with women in this form...? **[3]** Three views of Shinon as a "Sniper." You can see the way his coat actually opens down the middle. **[4]** Three views as a "Marksman." He wears just the right amount of armor to stay protected while not hindering his movement. Many players were helped by his great critical rate and long range.

[4]



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



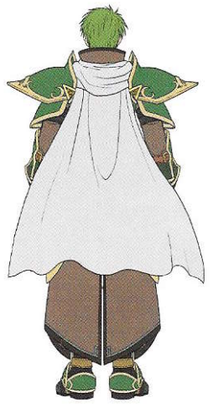
[1]

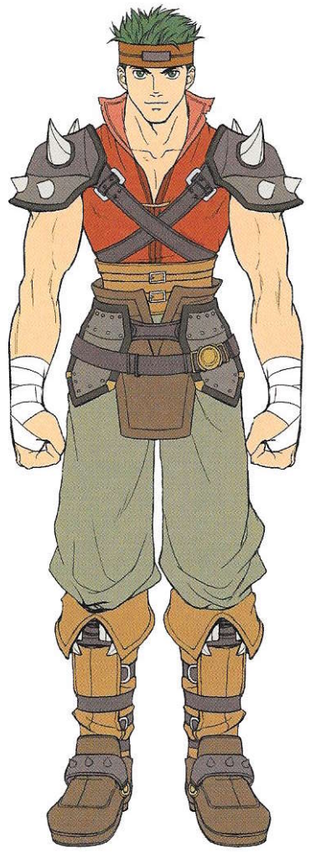
✣ ✣ ✣ ✣ ✣

NOTES

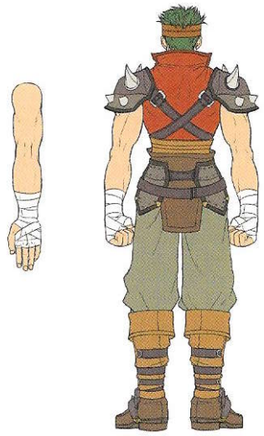
[1] Three views of Oscar as a "Lance Paladin/" He has more shoulder armor than he did three years ago. It keeps him safe from long ranged attacks from archers. **[2]** Three views as a "Silver Knight." His entire design has become more angular. **[3]** Three views of Boyd as a "Warrior." Like Ike, his physique has grown quite a bit. **[4]** Three views as a "Reaver." One can see how he has an aggressive design –with spikes on the shoulders and a bold pelt.

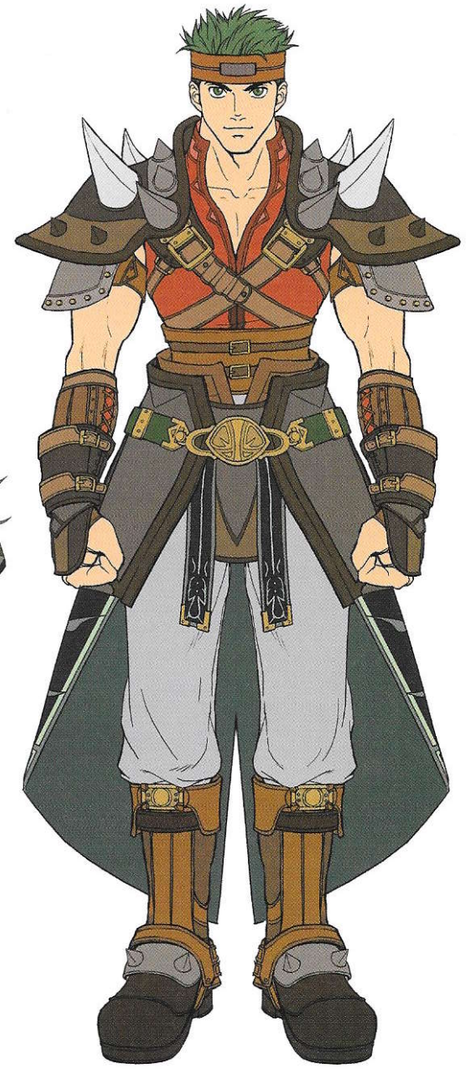
[2]



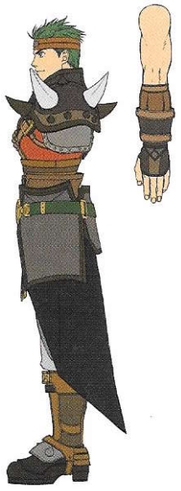


[3]

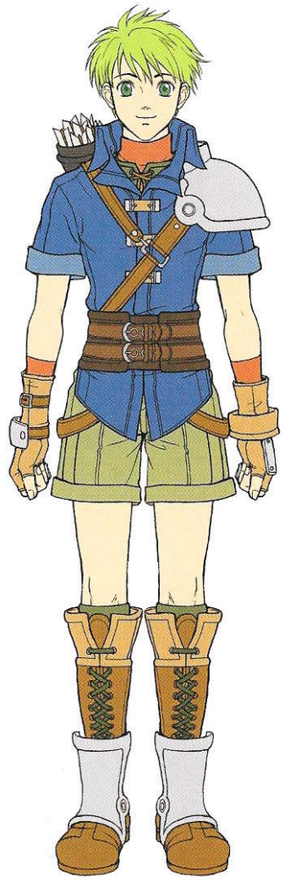




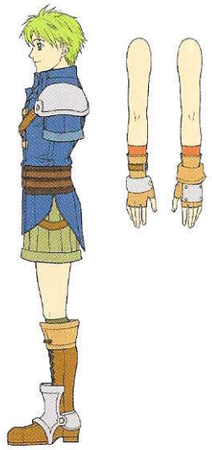
[4]



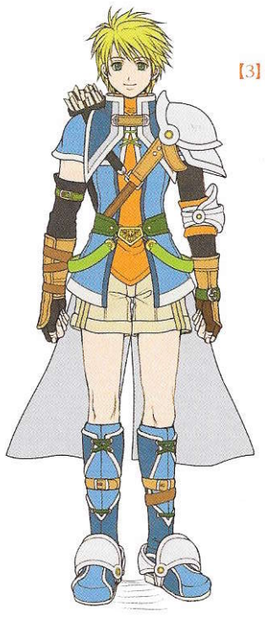
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



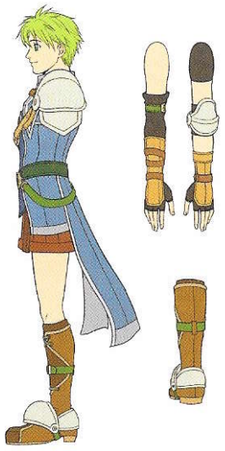
[1]

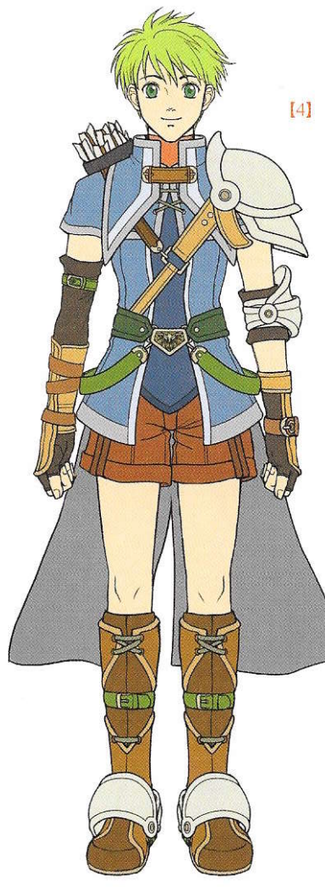


[2]



[3]

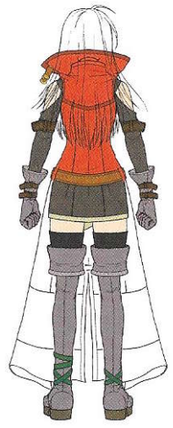




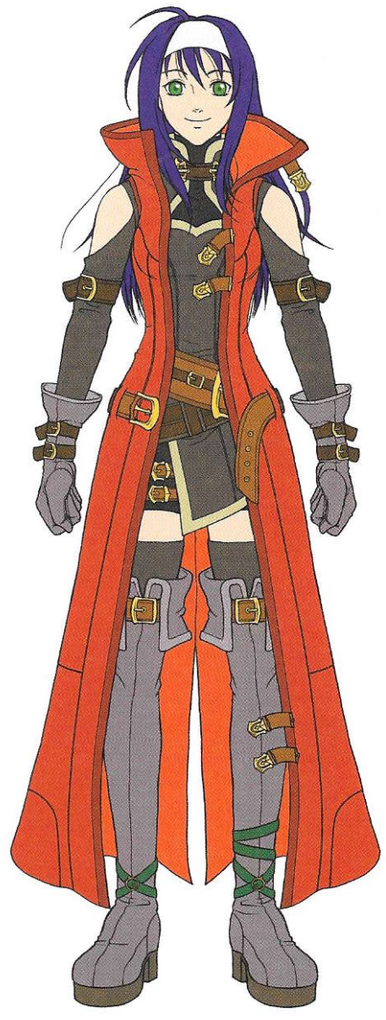
[4]

[5]

[6]



[7]

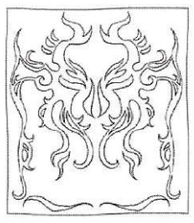


NOTES

[1] Three views of Rolf as a "Sniper." Having reached puberty, everything seems complicated for him. **[2]** A design sketch of the "Sniper" look. His hair is longer here and he has a more "childish" demeanor. **[3]** Here is a rejected design that featured warmer colors and shades. You can see the differences with the final version quite easily. **[4]** Three views as a "Marksman." He wears similar accessories to Shinon, and is designed to strengthen the look of the left half of his body. **[5]** Three views of Mia as a "Swordmaster." She retains her lively orange color from before, but now has sleeves that go well with her clothes for a more "exotic" look. **[6]** Initial art of her "Trueblade" appearance. The colors of her clothes' hems and boots are quite different. **[7]** Three views of Mia as a "Trueblade." She gains a long coat with standing collars that flutters beautifully on the battlefield. It is likely she does it to purposefully stand out in order to "battle tough opponents."

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]



[3]

[2]

✣ ✣ ✣ ✣ ✣

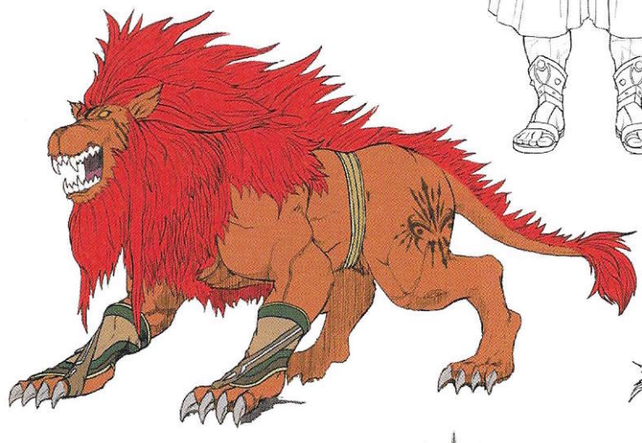
N O T E S

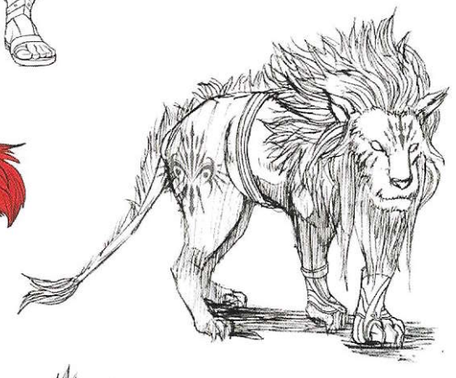
[1] Three views of Volke as an "Assassin." You can see all the tools of the trade along his belt, as well as the close up of the knives he usually uses. **[2]** Caineghis' appearance after he transforms into a lion with a lush red mane. The accessories around hs neck and waist are the same he wears from his pre-transformation appearance. **[3]** A design sketch. You can see the details of the pattern's design here, too. **[4]** Three views of Skrimir. His expression gives off the aura of an overconfident warmonger. **[5]** A design sketch. His clothes give off the impression of someone who is "wild." **[6]** After transformation, Skrimir has a more pinkish color to him than Caineghis, but also sports a mane.

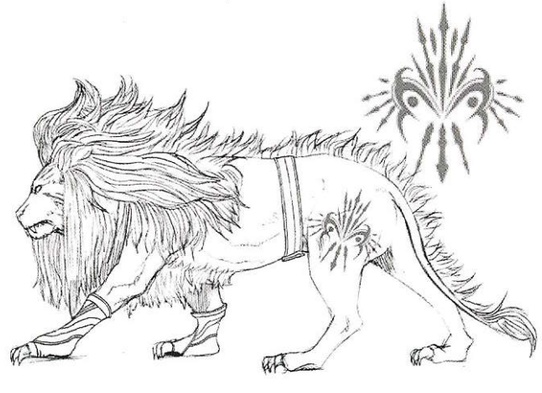
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[4]

[5]



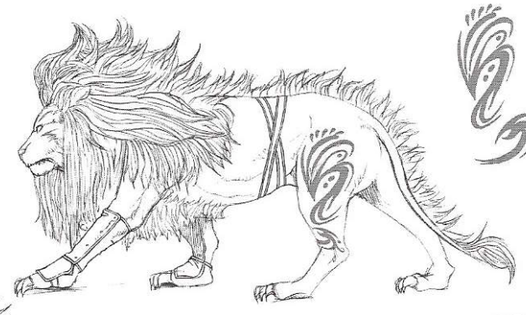




[6]

[1]

[2]



[3]

[4]

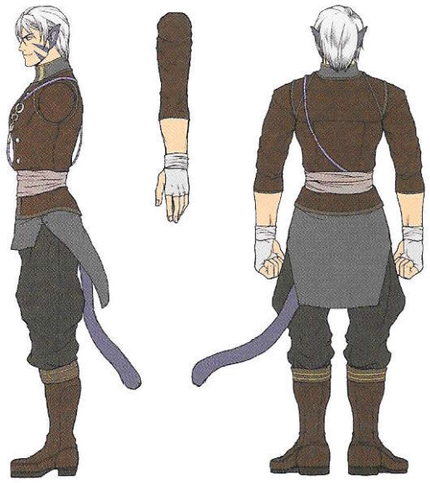
✣ ✣ ✣ ✣ ✣

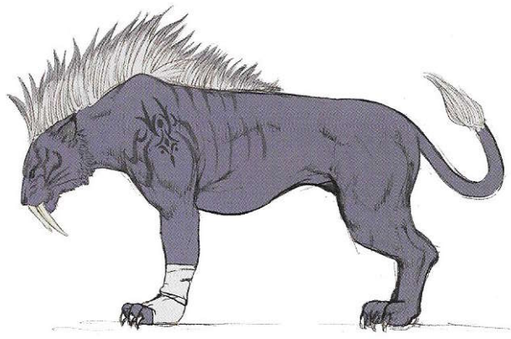
N O T E S

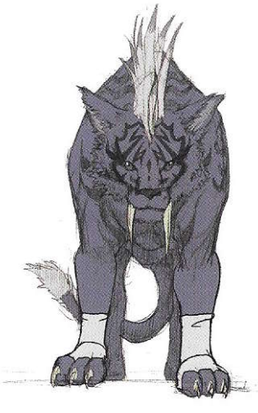
[1] Design sketches of Giffca. He sports an impressive physique which rivals that of Caineghis. **[2]** His post-transformation appearance as a Lion sports a jet-black mane which fits his title of "King's Shadow." **[3]** Through these design sketches, you can see easily the differences between the patterns etched upon the four limbs. You may see some things you didn't notice before. **[4]** Three views of Ranulf. **[5]** Three views of Kyza. He has a good physique and graceful face. **[6]** Kyza after transformation. His usual "more feminine" appearance is non-existent in this ferocious Tiger form.

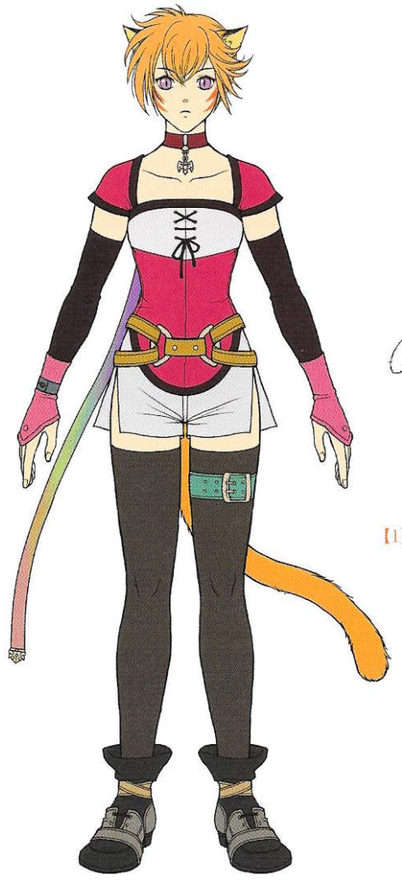
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[5]




[6]





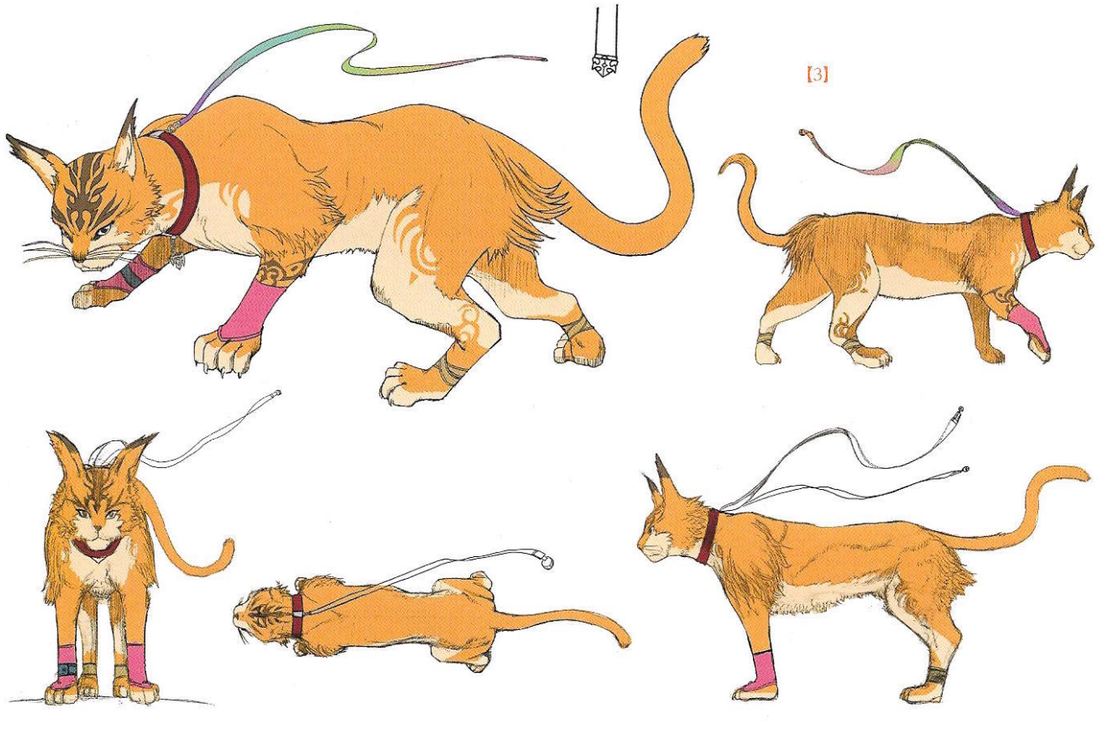
[1]

[2]

✣ ✣ ✣ ✣ ✣

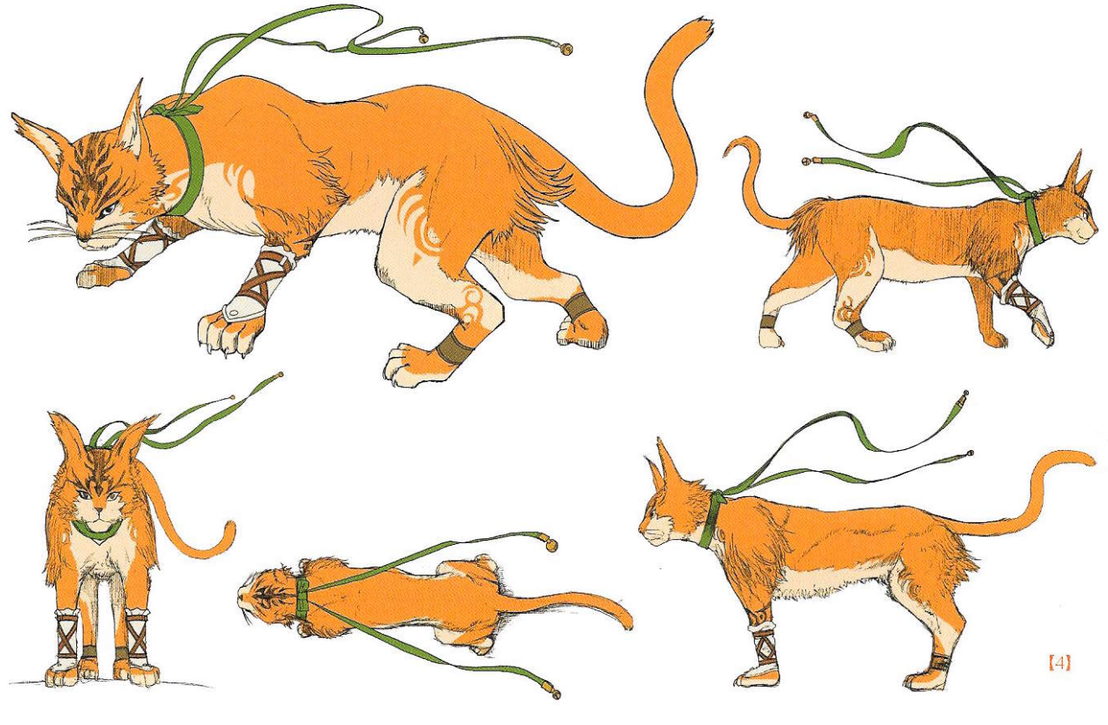
N O T E S

[1] Two views of Lyre. Her clothes have a slightly different color scheme than her older twin sister, Lethe. **[2]** An initial design. Her color palette was much darker and deeper in shade. **[3]** Three views after transformation. Her pink fingerless gloves and choker are her unique features. **[4]** Three views of Lethe after transformation. The fingerless gloves and ribbon around her neck make her easy to differentiate from the others. **[5]** Three views of Mordecai after transformation. His shoulder markings are different than Kyza's, making him more recognizable.

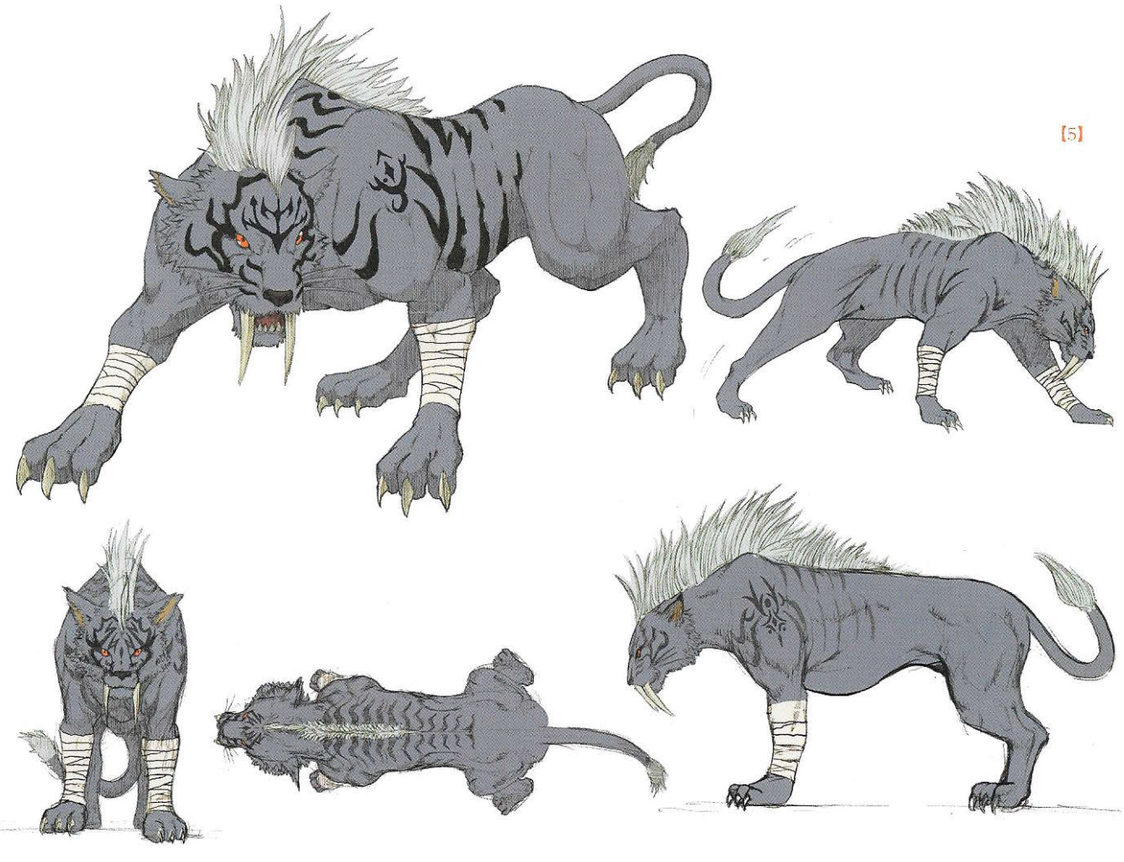


[3]

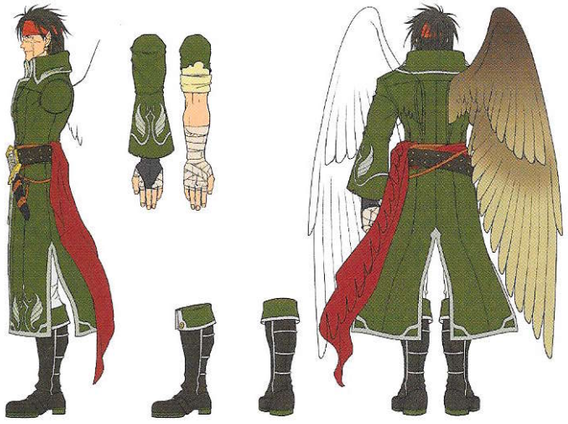
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



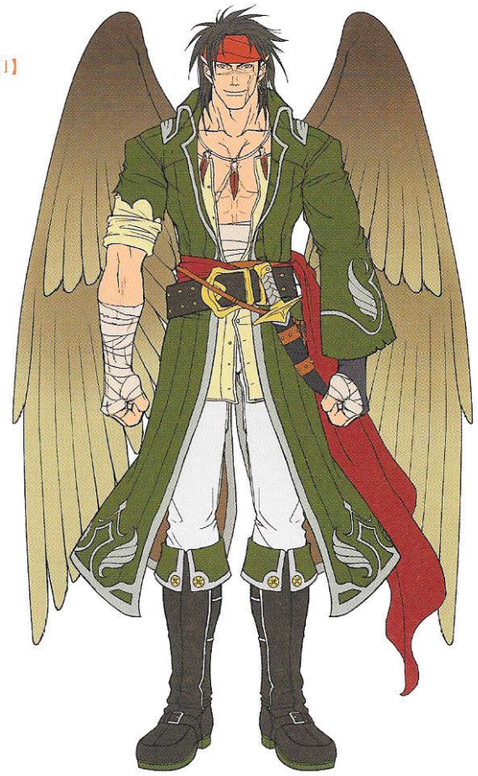
[4]



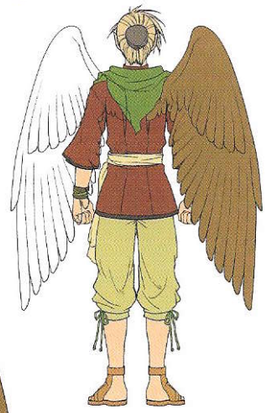
[5]



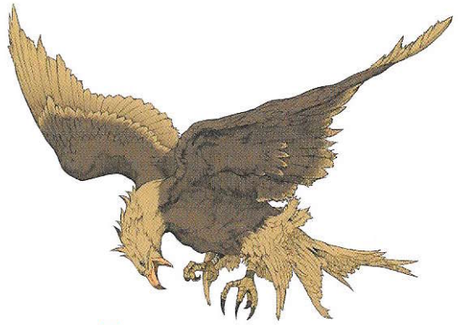
[1]



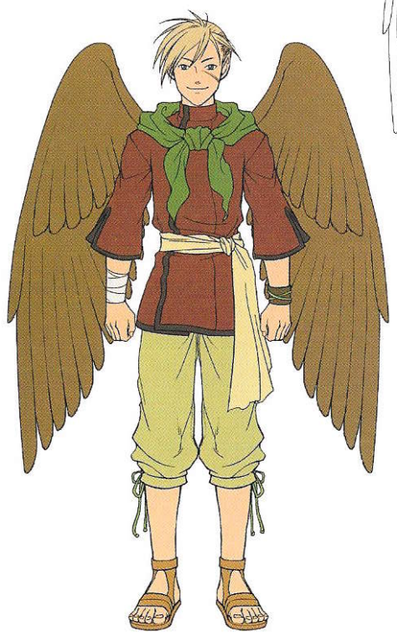
[2]



[3]

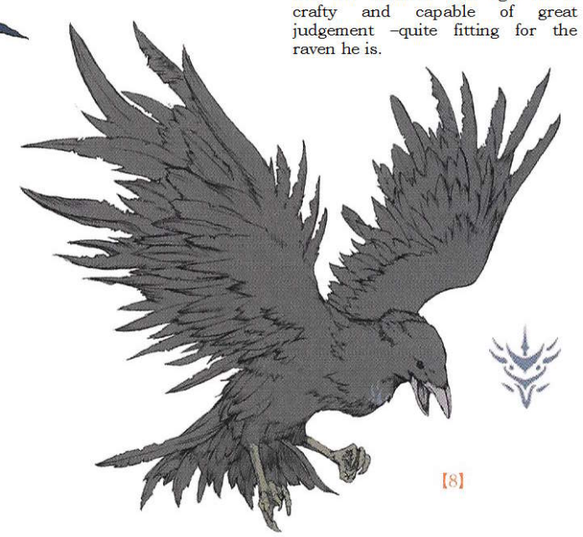


[4]

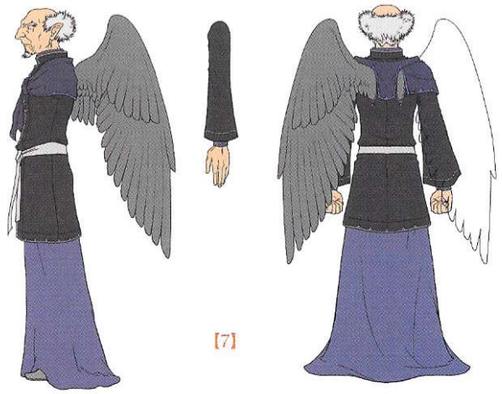


[5]

[6]



[8]



[7]

✣✣✣✣✣ NOTES

[1] Three views of Tibarn. His expression is more like a pirate than a king, and his overall appearance is gives off the impression of one who is wild and free. **[2]** A mere glance at his post transformation appearance makes it easy to see he is much larger than others of the bird tribe. Truly a king of the sky. **[3]** Two views of Janaff. Though he is actually older than both Tibarn and Ulki, his physical appearance portrays the opposite –and he thus appears to be the youngest. **[4]** After transformation. The colors of his feathers are almost the same as the colors of his hair pre-transformation. **[5]** Ulki after transformation. His physique is somewhere between Tibarn and Janaff. **[6]** Naesala after transformation. One can easily see the patterns on his chest and forehead against his dark feather colors here. **[7]** Three views of Nealuchi. He's usually a kind and gentle old man to his "nestling." **[8]** Nealuchi after transformation. Though he is old, his fighting skill has not declined with age. He is crafty and capable of great judgement –quite fitting for the raven he is.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]

2]

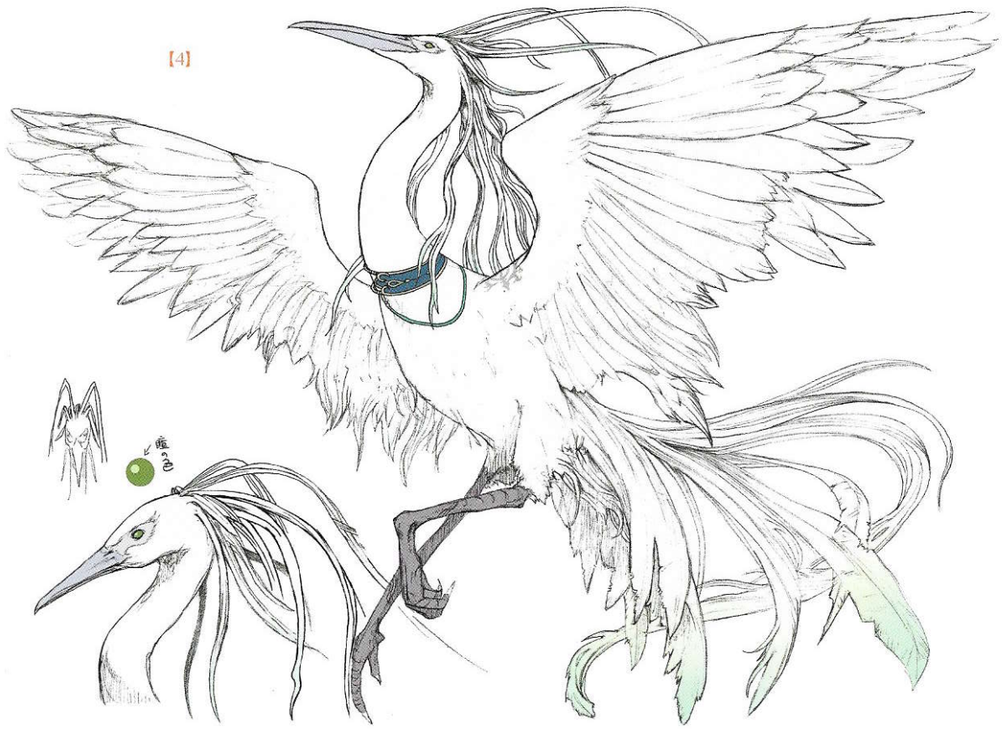
[3]

✣ ✣ ✣ ✣ ✣

N O T E S

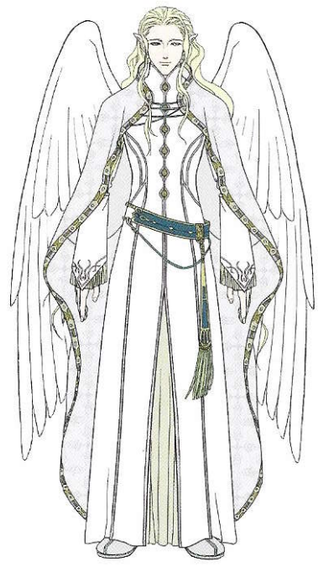
[1] Leanne after transformation. The hair on her head flows out long like a tail. She wears a band around her left leg as a unique identifier. [2] Reyson after transformation. The long hairs on his head are shorter than Leanne's. He wears a circlet around his neck as a unique identifier. [3] A detailed design of the circlet around the neck. This delicate ornament is likely the work of Serenes craftsmen. [4] Rafiel after transformation. He has the longest hair of the three, and wears what looks like a belt around his neck. [5] Two views of Rafiel. There is a certain sense of frailty when looking at his pure-white clothes. It was these types of beautiful herons of Serenes that were especially sought out by people of exquisite tastes. [6] These sketches give a good idea of what is normally hidden behind the wings as well as a good view on the sleeves. [7] A rare sketch of the heron siblings' father: King Lorazieh. He gives off the impression of being both kind and gentle, but also occasionally stern.

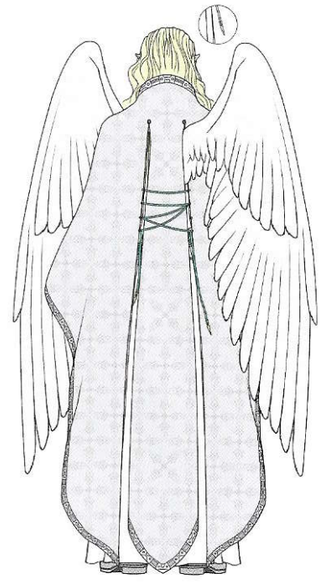
[4]



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

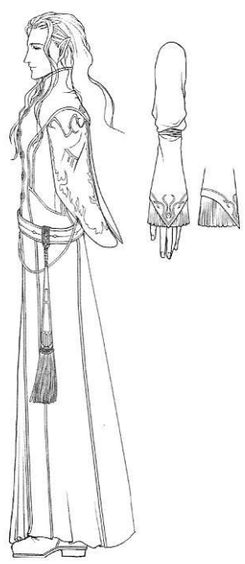
[5]

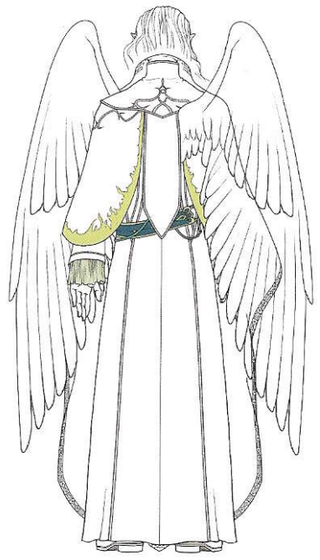




[7]

[6]

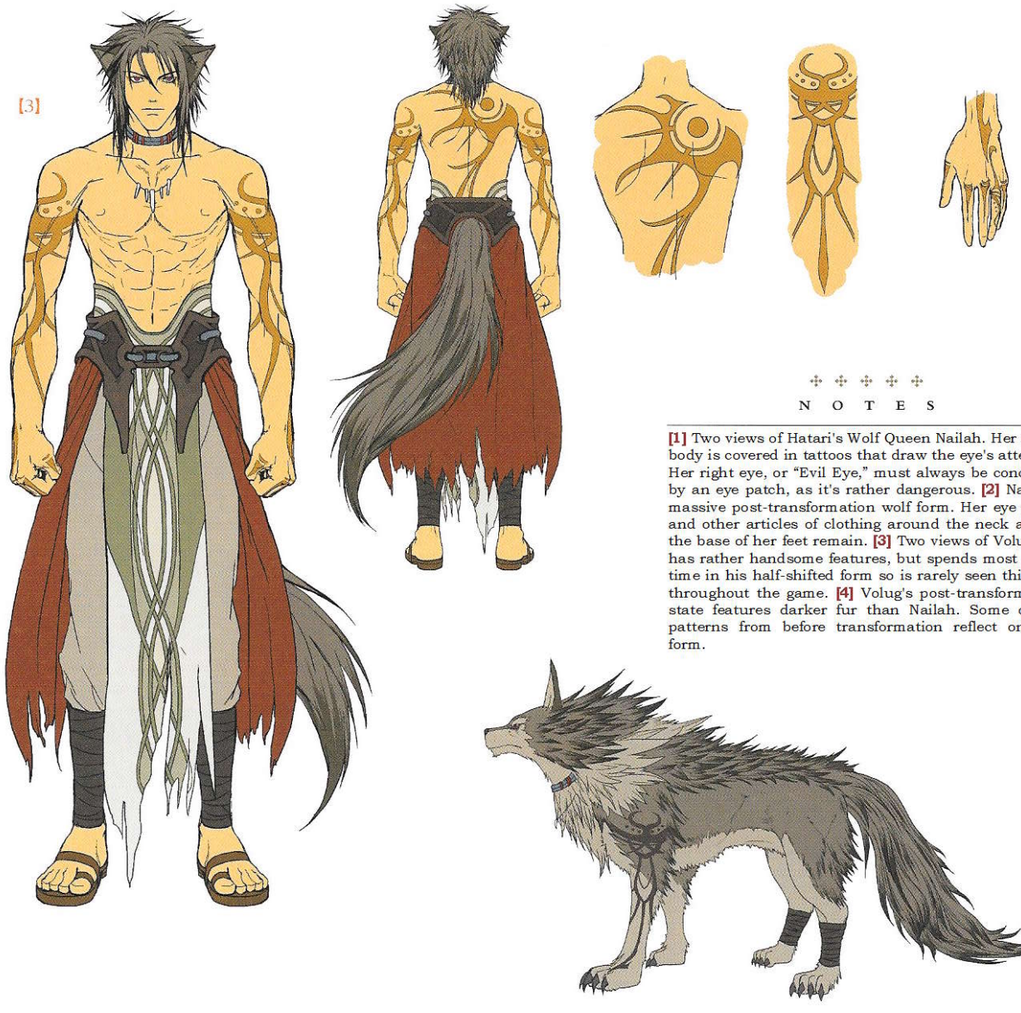




[1]

[2]

[3]



✣ ✣ ✣ ✣ ✣

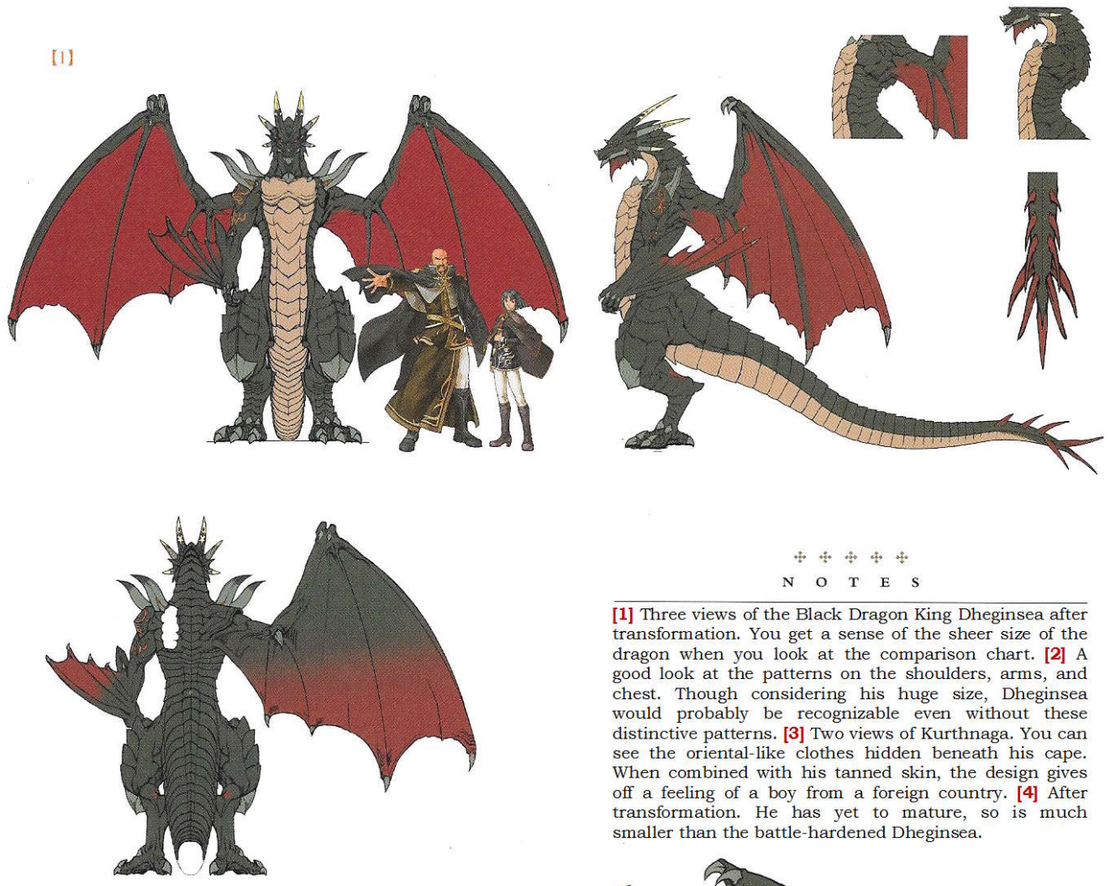
N O T E S

[1] Two views of Hatari's Wolf Queen Nailah. Her entire body is covered in tattoos that draw the eye's attention. Her right eye, or "Evil Eye," must always be concealed by an eye patch, as it's rather dangerous. **[2]** Nailah's massive post-transformation wolf form. Her eye patch and other articles of clothing around the neck and at the base of her feet remain. **[3]** Two views of Volug. He has rather handsome features, but spends most of his time in his half-shifted form so is rarely seen this way throughout the game. **[4]** Volug's post-transformation state features darker fur than Nailah. Some of the patterns from before transformation reflect on this form.

[4]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[1]

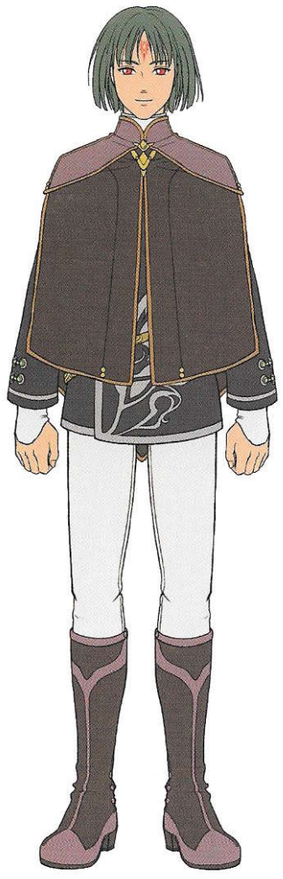


✣ ✣ ✣ ✣ ✣

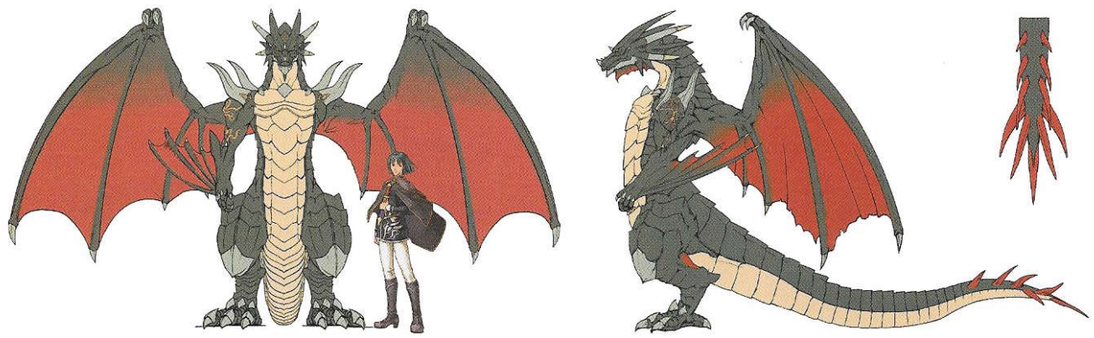
N O T E S

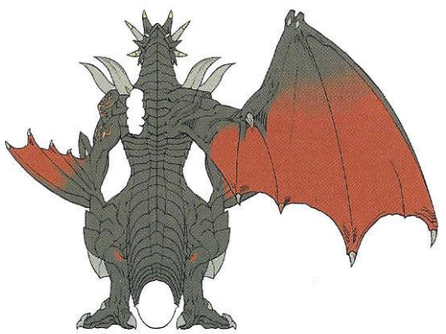
[1] Three views of the Black Dragon King Dheginsea after transformation. You get a sense of the sheer size of the dragon when you look at the comparison chart. **[2]** A good look at the patterns on the shoulders, arms, and chest. Though considering his huge size, Dheginsea would probably be recognizable even without these distinctive patterns. **[3]** Two views of Kurthnaga. You can see the oriental-like clothes hidden beneath his cape. When combined with his tanned skin, the design gives off a feeling of a boy from a foreign country. **[4]** After transformation. He has yet to mature, so is much smaller than the battle-hardened Dheginsea.

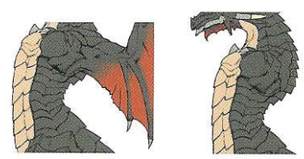
[2]



[3]



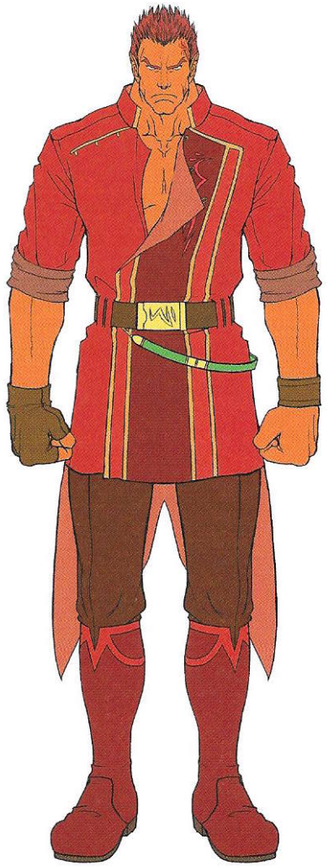


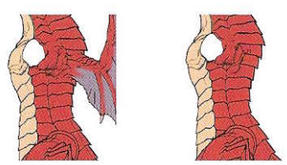


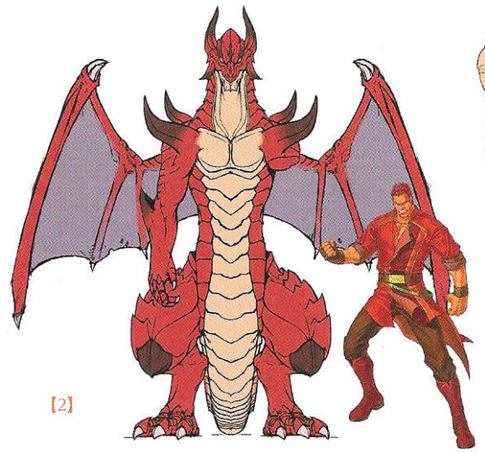
[4]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

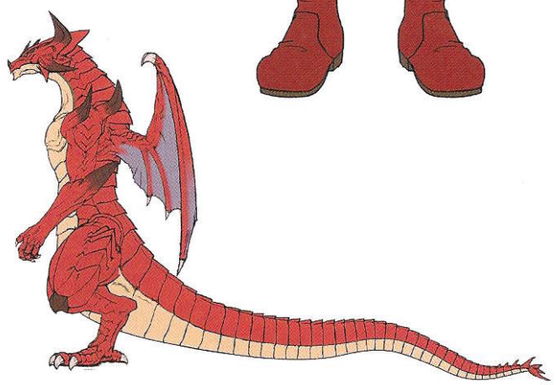
[1]

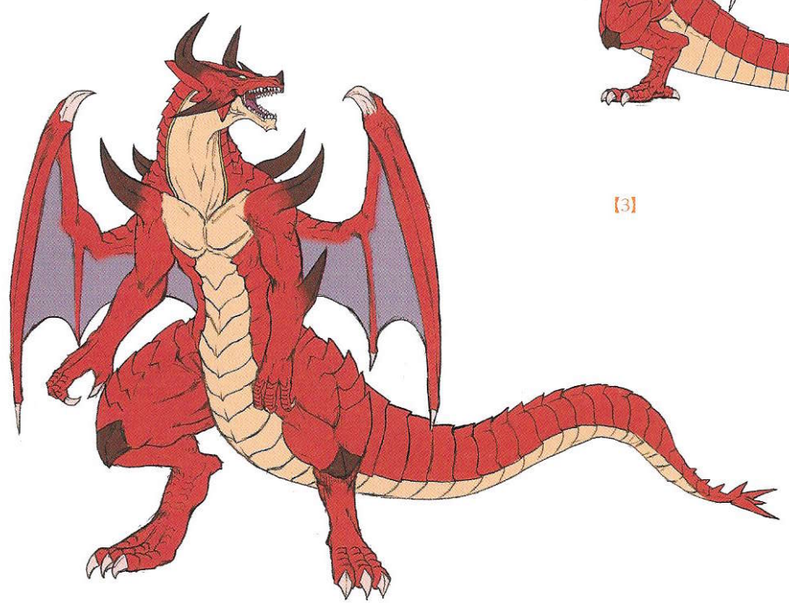




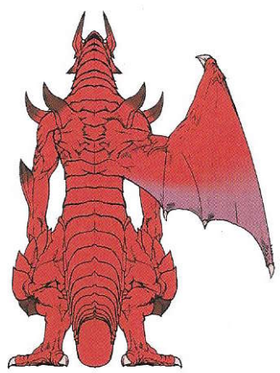


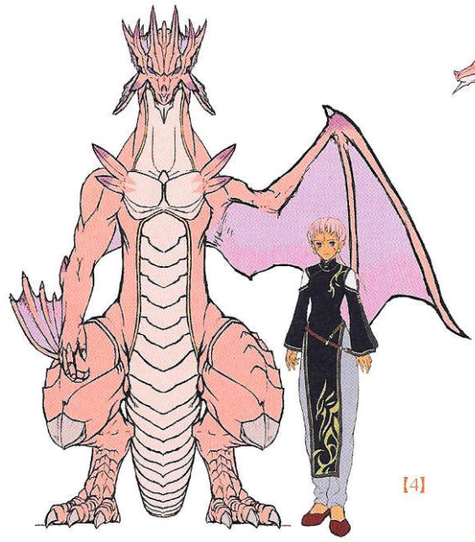
[2]



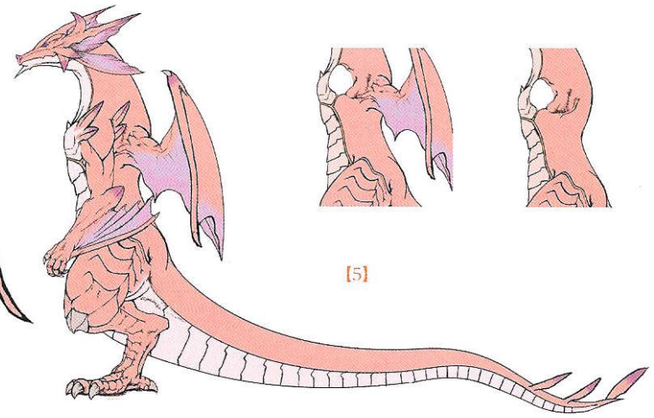


[3]





[4]

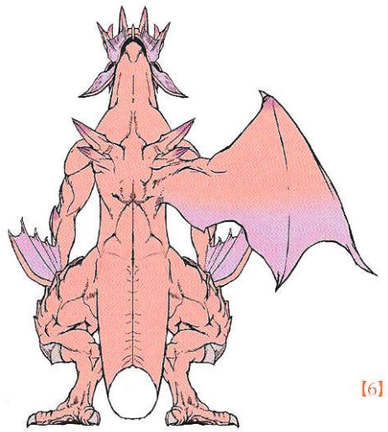


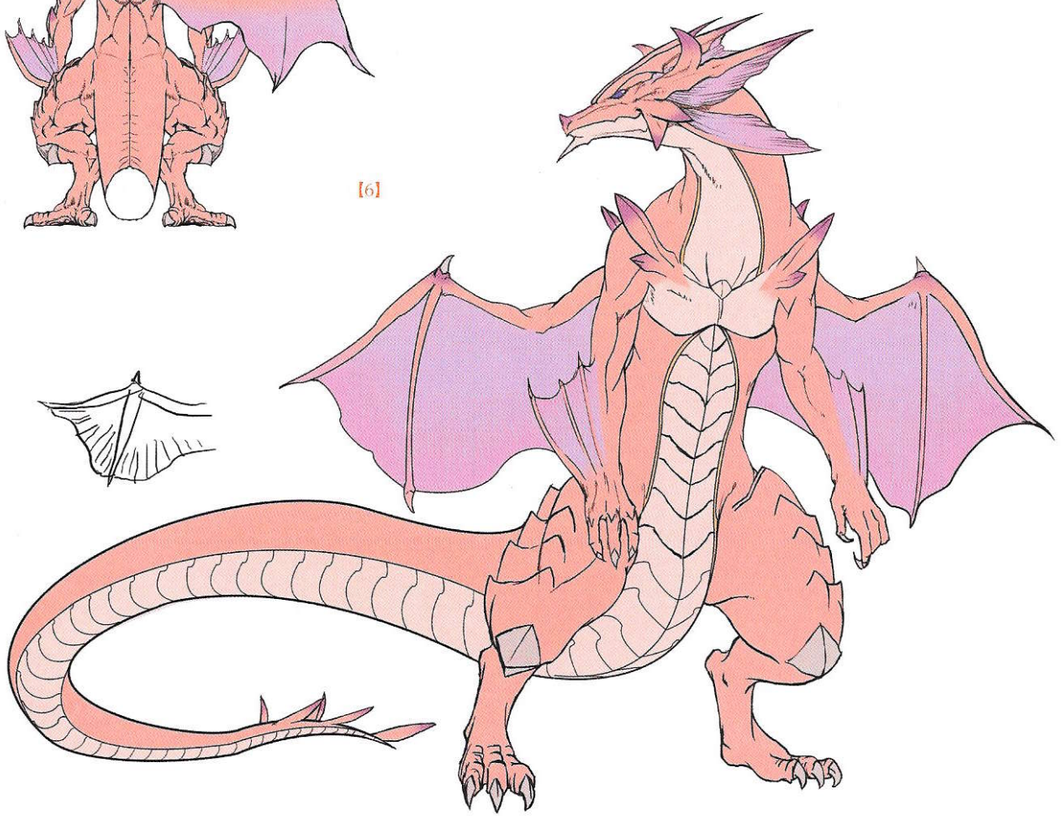
[5]

✣ ✣ ✣ ✣ ✣

NOTES

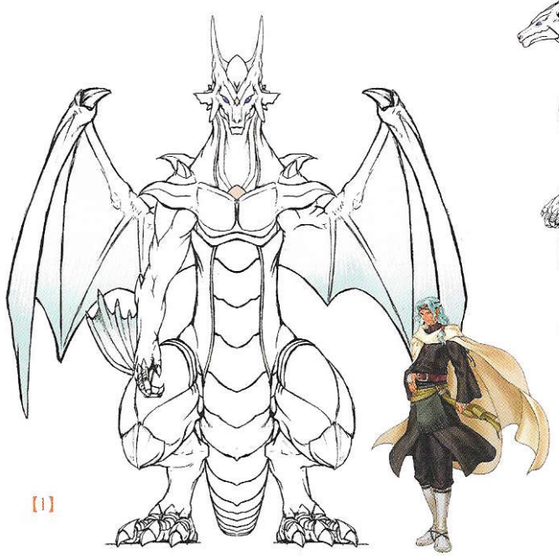
[1] Three views of Gareth. His chest is partially exposed, and his sleeves rolled up to reveal his impressive arms. His skin, hair, and clothes are all red hues that go well together. A green belt was later added around his waist. [2] After transformation. He becomes huge, considering his pre-transformation physique was already pretty big. [3] Three views after transformation. Though the color of his body is not unique, the spikes on his shoulders, wings, etc. greatly differentiate him from the rest of the dragon tribe. [4] A comparison image of Ena after transformation. As she is still youthful (in dragon terms), her body is appropriately on the smaller side too. [5] A side view of her post-transformation. You can get a good grasp of her wings and long, pointed-end tail here. [6] Two views after transformation. Other black and red dragons feature tails that seem more like an anthropod's shell. Ena's tail, in contrast, is smooth.



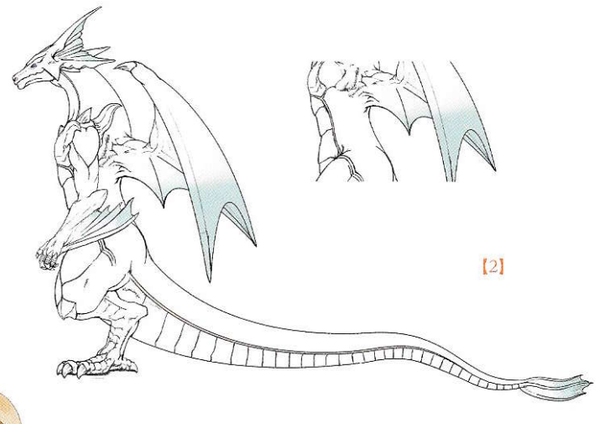


[6]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



[1]



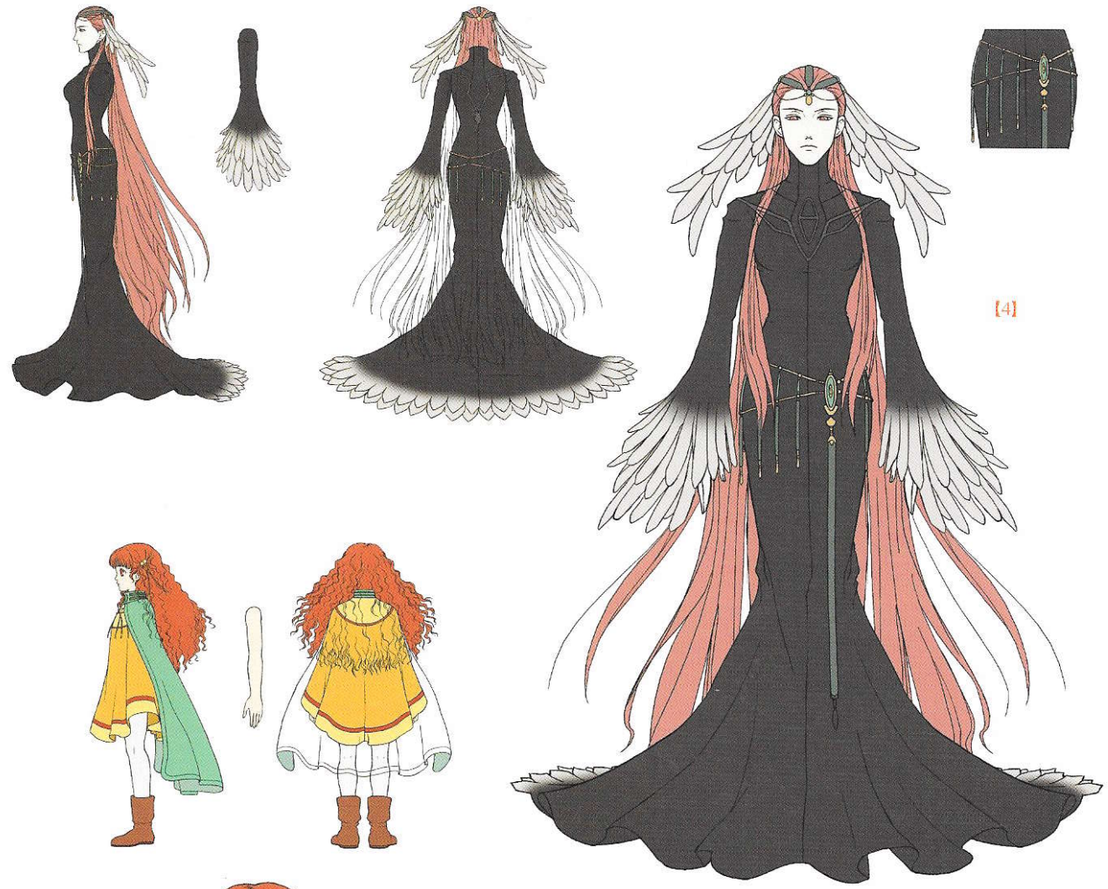
[2]

[3]

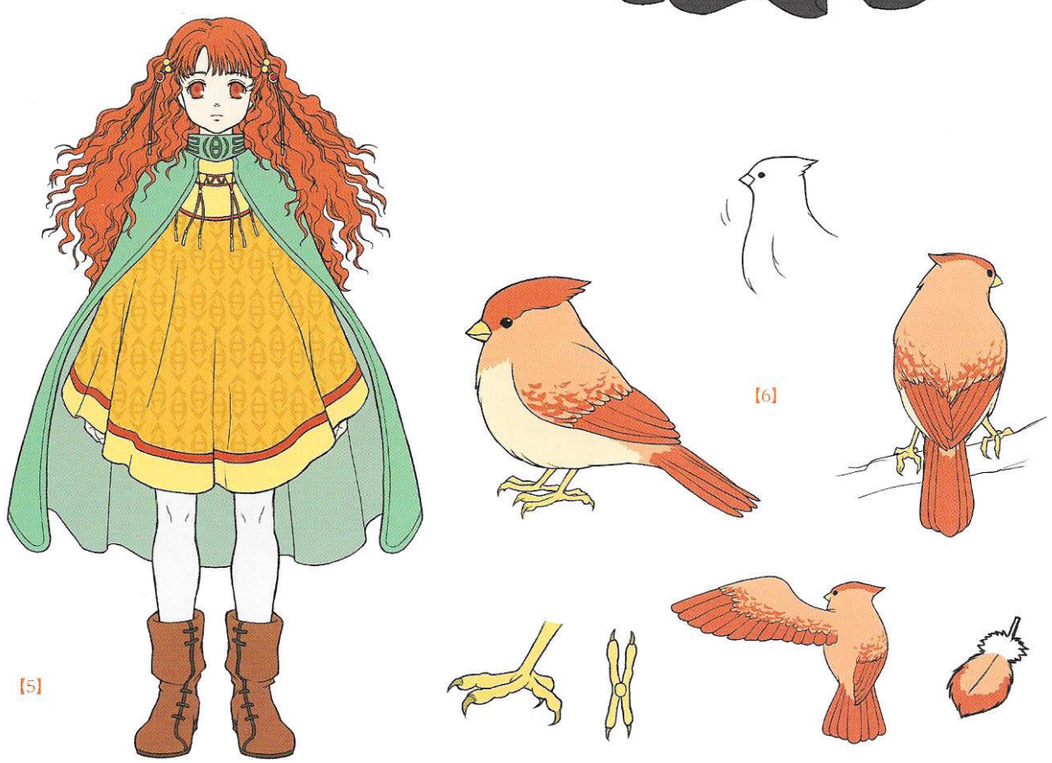
✣ ✣ ✣ ✣ ✣

N O T E S

[1] Some comparison works of Nasir after transformation. He goes from a small and somewhat slender build to quite an impressively large figure. **[2]** Side view of Nasir after transformation. The tip of the tail is rather fish-like. **[3]** A full front view of the post-transformation form. White Dragons have a less rugged and slightly more "soft" look to them with their aerodynamic shape. Something about the face is gentler too. **[4]** Three views of Ashera: the Goddess of Order. Her divine status and full figure-concealing black robes gives the impression that she is strict and unapproachable. **[5]** Three views of Yune: the Goddess of Chaos. Her appearance does not match her title of "chaos" at all, with her vibrant colors and charming demeanor. **[6]** Yune as a small bird. She travels alongside Micaiah this way.



[4]



[5]

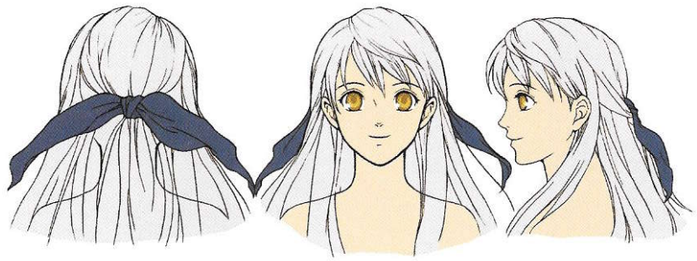
[6]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

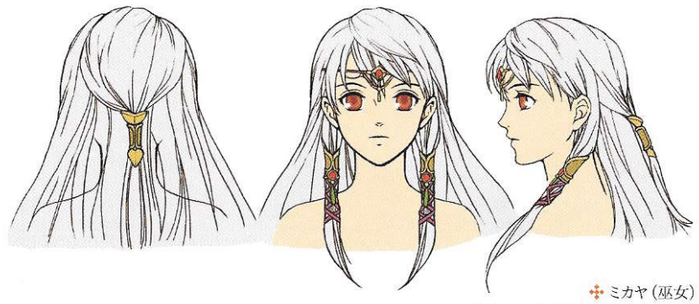
Face Design

✣フェイスデザイン

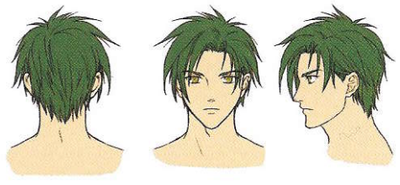
Three views of main characters' designs in preparation for the animated cut scenes. They are arranged from shoulder up, to give a good view of the neck and expressions.



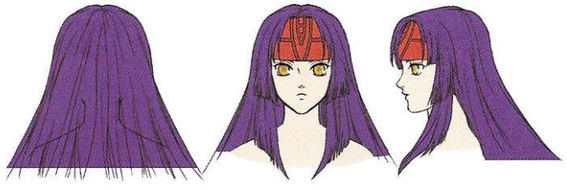
Micaiah ✣ミカヤ



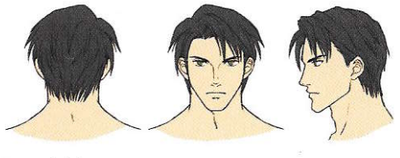
✣ミカヤ(巫女)
Micaiah (Light Priestess)



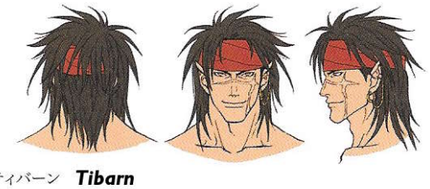
✣サザ ***Sothe***



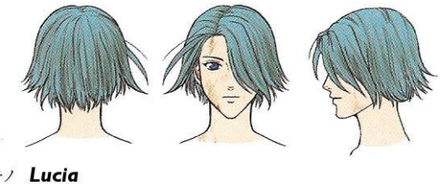
✣サナキ ***Sanaki***



✣ゼルギウス ***Zelgius***



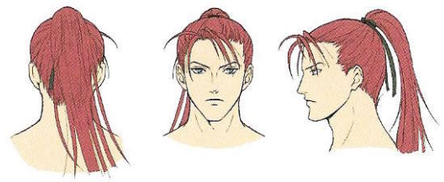
✣ティバーン ***Tibarn***



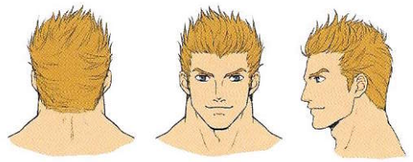
✣ルキノ ***Lucia***

✣スクリミル ***Skrimir***

✣アイク ***Ike***

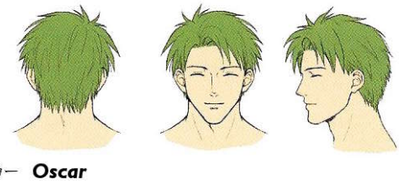


✣シノン ***Shinon***

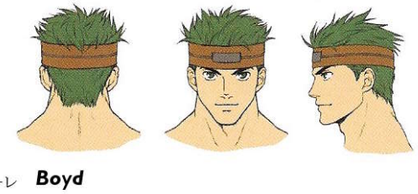


✣ガトリー ***Gatrie***

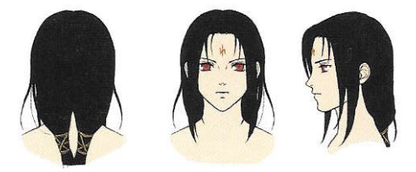
✣キルロイ ***Rhys***



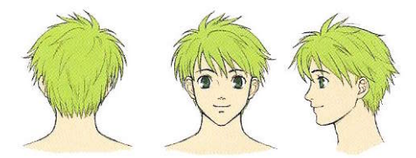
✣オスカー ***Oscar***



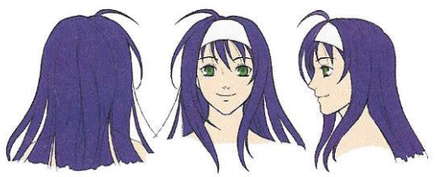
✣ボーレ ***Boyd***



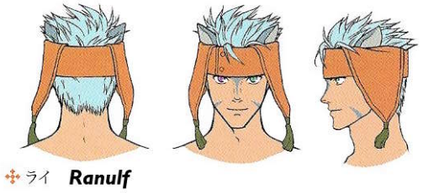
✣セネリオ ***Soren***



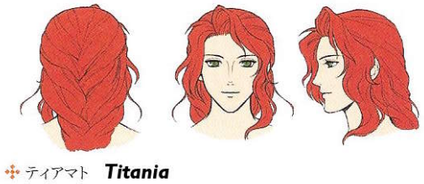
✣ヨファ ***Rolf***



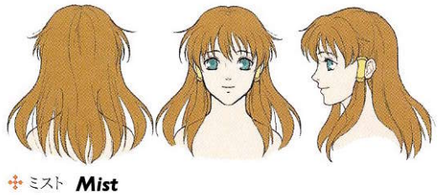
✣ワユ ***Mia***



✣ライ ***Ranulf***

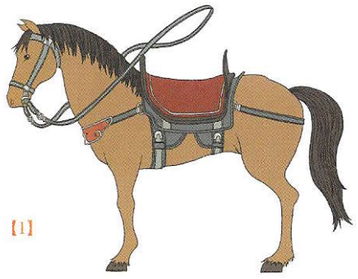


✣ティアマト ***Titania***

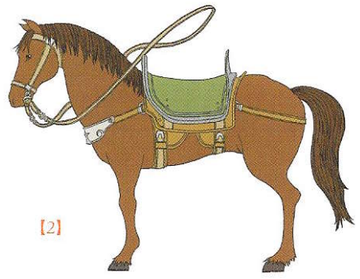


✣ミスト ***Mist***

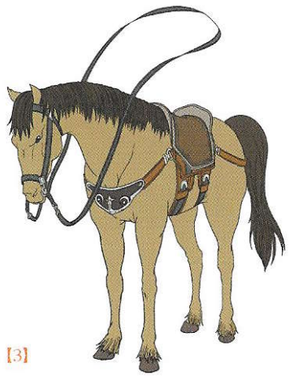
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



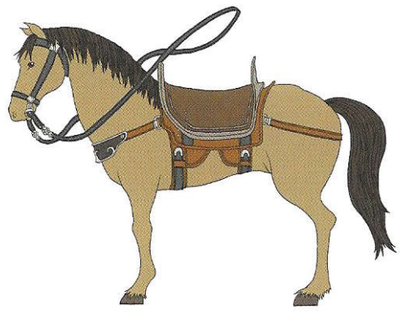
【1】

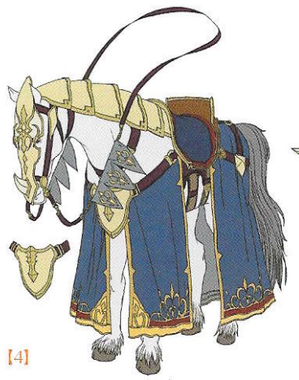


【2】

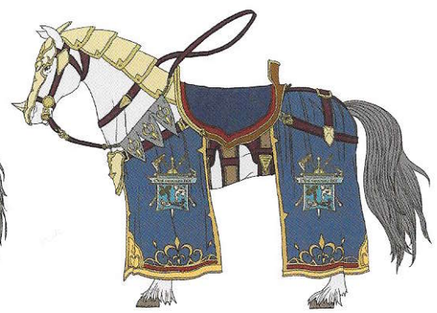


【3】





【4】



Horses and Dragons

✣騎馬と騎竜

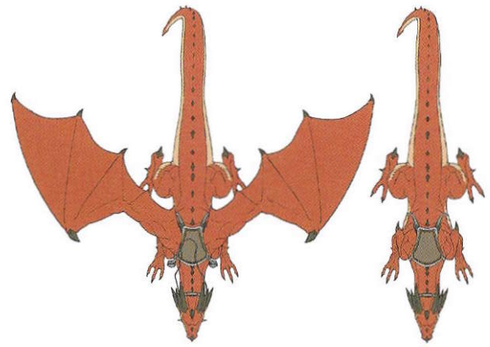
Knights cannot be properly introduced without their horse or dragon mounts. We wanted them to be just as memorable as the characters that ride them into battle.

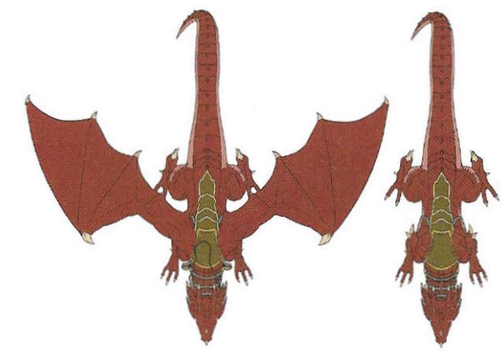
【5】

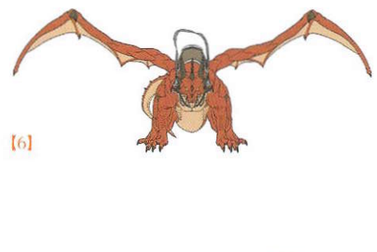
✣ ✣ ✣ ✣ ✣

N O T E S

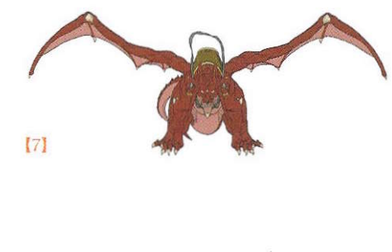
[1] Horses that the lower class units ride. They feature a simple red saddle. **[2]** Horses that the Crimean rebels ride. The saddle color was changed to green. **[3]** The horses that lower class members of the Daein army ride. They use brown saddles. **[4]** Horses that the highest class units ride. They ride white horses with all sorts of pomp decorations. **[5]** Titania's beloved mount. **[6]** Dragons that lower class units ride. They wear minimal amounts of armor. **[7]** Dragons that higher class units ride. The amount of armor has increased. **[8]** The dragons that lower class units of the Daein army ride. Their color is black. **[9]** The dragons that the highest class units ride. They feature solid armor that turns them into flying fortresses.



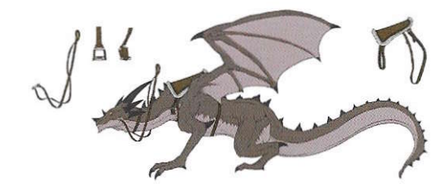


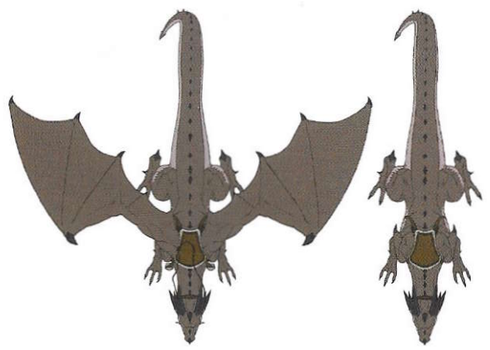


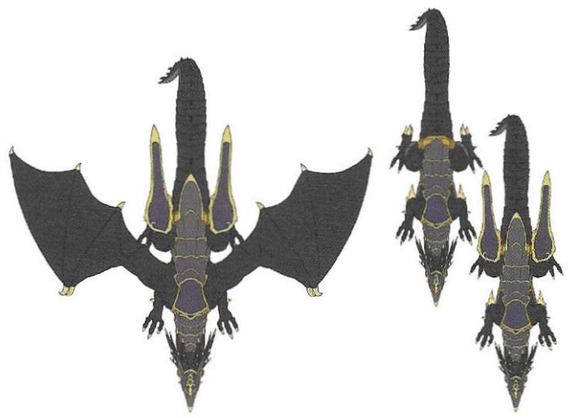
【6】



【7】



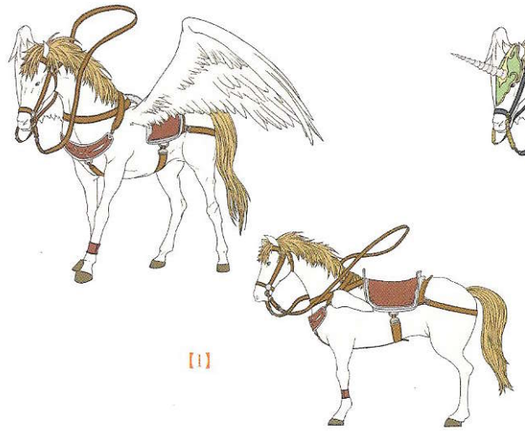




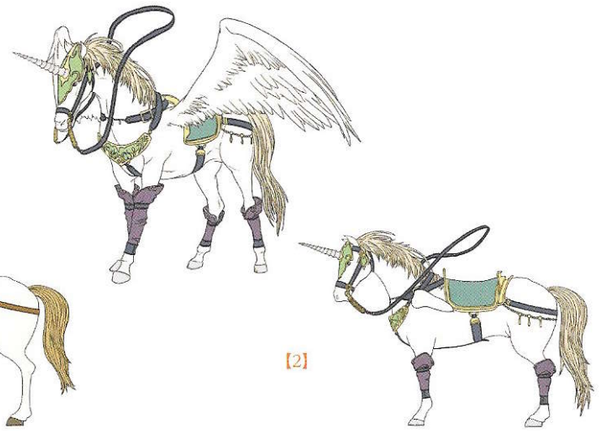
【8】

【9】

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



[1]



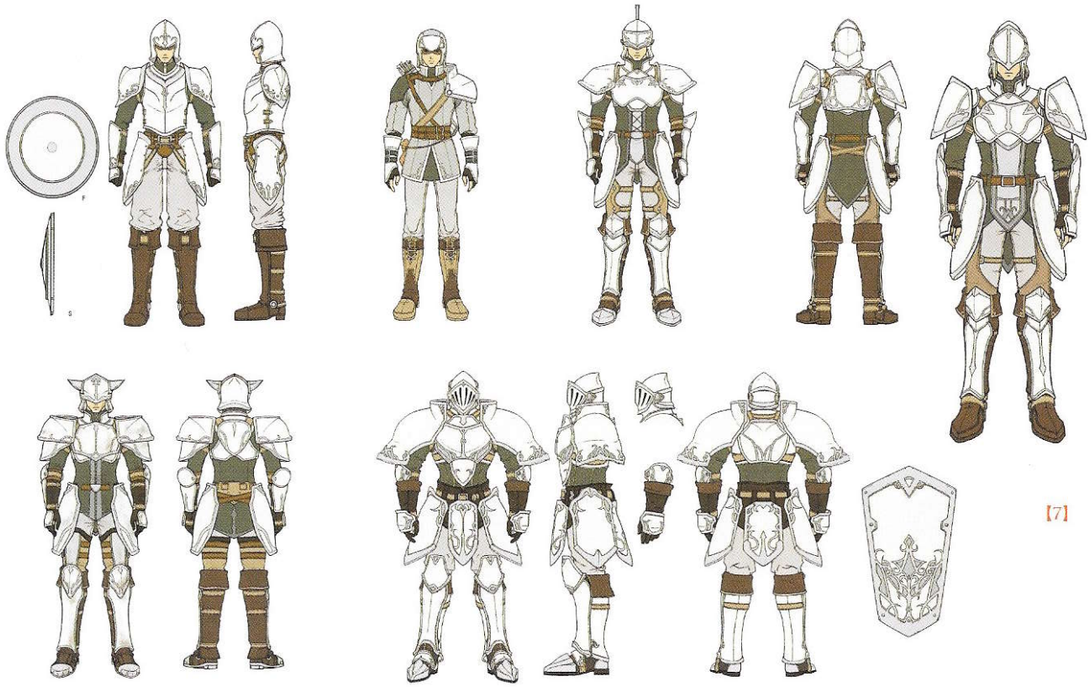
[2]

[3]

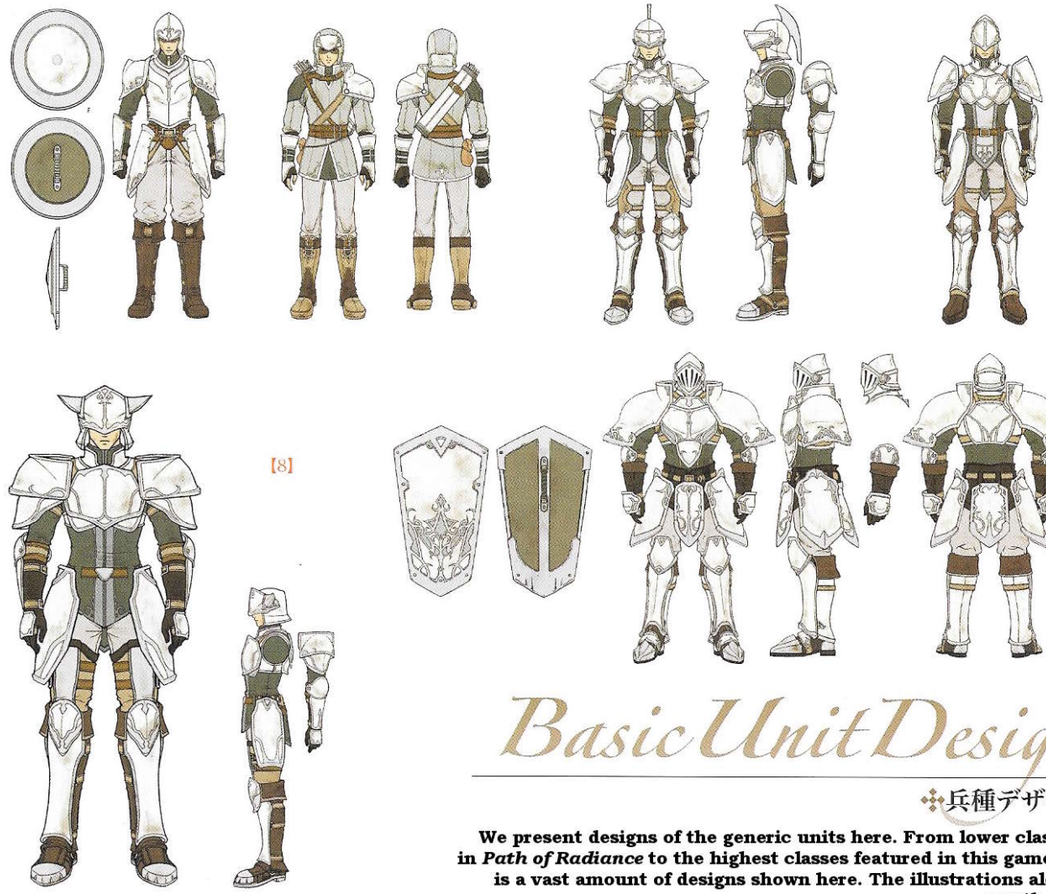
[4]

[5]

[6]



[7]



[8]

✣✣✣✣✣

N O T E S

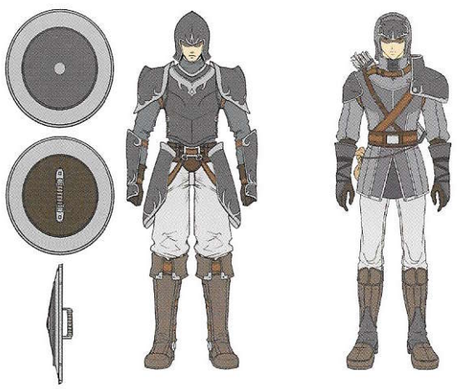
[1] A Pegasus flown by lower class units. This is the type that Pegasus Knights owe their beginnings too. **[2]** A Pegasus flown by higher class units. They gain a more regal appearance with their decorations. **[3]** A Pegasus flown by the highest class units. With the unicorn-like helmet and beautiful armor, it makes for an unforgettable sight on the battlefield. **[4]** Sigrun's Pegasus. The pure white armor is fitting for the captain of the Holy Guard. **[5]** Marcia's Pegasus. It wears red armor that matches her uniform. **[6]** Tanith's Pegasus. The white body contrasts greatly with the black armor. **[7]** The Crimean Army mainly wears white colors. From the top left the classes appear in this order: Soldier, Archer, Sword Knight, Lance Knight, Axe Knight, and Armor Knights. **[8]** These are the Crimean Rebels. You can make out the dirt and stains on their clothes and equipment from frequent combat.

Basic Unit Design

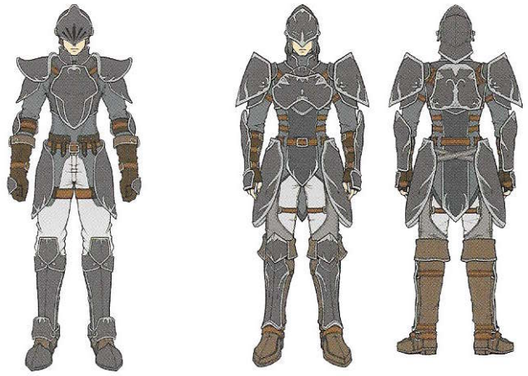
✣兵種デザイン

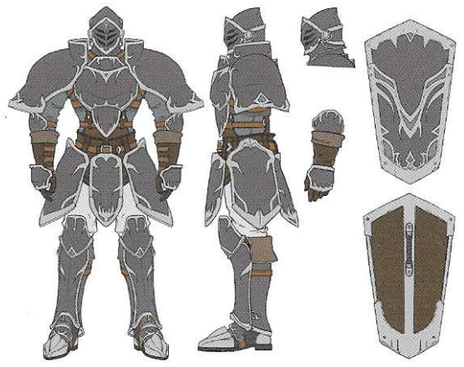
We present designs of the generic units here. From lower class units in *Path of Radiance* to the highest classes featured in this game, there is a vast amount of designs shown here. The illustrations alone are worth seeing.

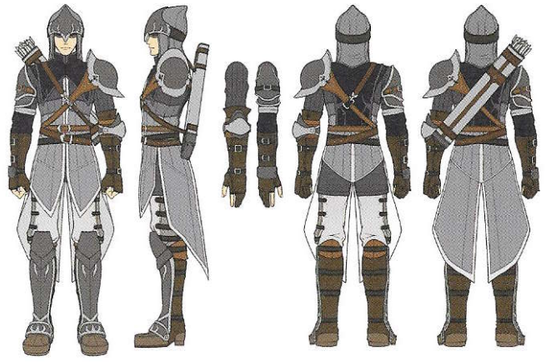
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



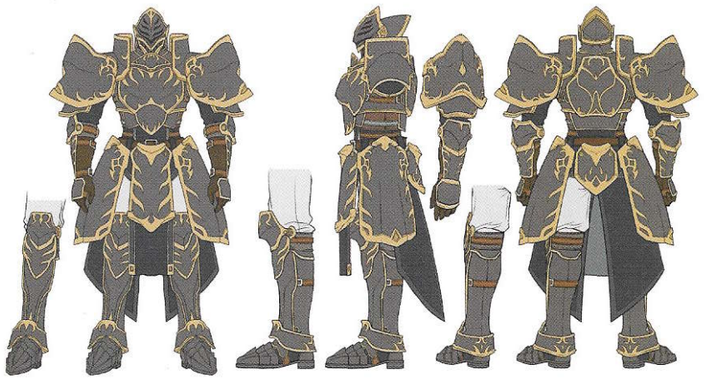
[1]







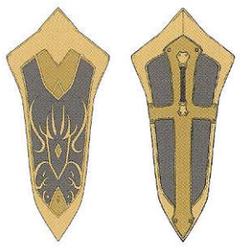
[2]



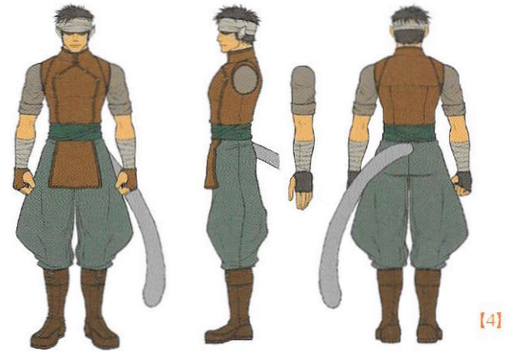
✣ ✣ ✣ ✣ ✣

NOTES

[1] The Daein army's primary color is black. The following classes are in order from the top left: Soldier, Archer, Dracoknight, Lance Knight, Armor Knight, and Sniper. [2] A Halberdier and General. They gain golden accessories and more intricate armor which gives them a more pomp appearance compared to the usual soldiers. The engraved patterns on the shields differ by country, so it can be interesting comparing and seeing the differences between them. [3] A Cat laguz of the beast-tribe. They sport restrained colors and bandannas around their forehead. They are relatively more slender compared to others of the beast-tribe. [4] A Tiger laguz of the beast-tribe. They have broader shoulders and stronger builds compared to the Cats. [5] A Raven laguz of the bird-tribe. Their jet-black wings and dark clothing make them blend into the night –perfect for night raids. [6] A Hawk laguz of the bird-tribe. Their clothes are not too different from what the Ravens wear (aside from the colors). [7] A White Dragon laguz in a pre-transformed state. The soldiers of Goldoa are typically seen wearing scarves that conceal the tops of their heads. [8] A Red Dragon laguz in a pre-transformed state. Though Gareth leaves his shirt open, the average soldier keeps it on tight. [9] A White Dragon after transformation. They have fish-like fins that grow at the tip of their head and tail. They have few protrusions [for an overall smoother look]. [10] A Red Dragon after transformation. Sharp horns grow out of its head, arms, shoulders, and the tips of the wings. It gives them a more aggressive appearance than the White Dragons.

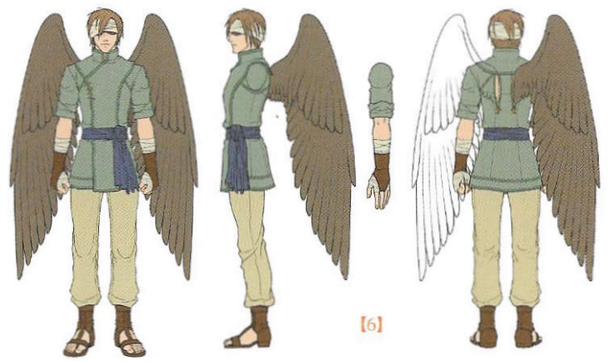


[3]

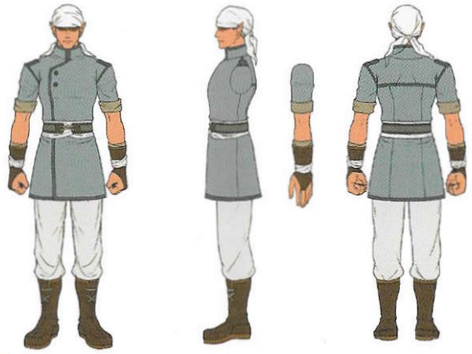


[4]

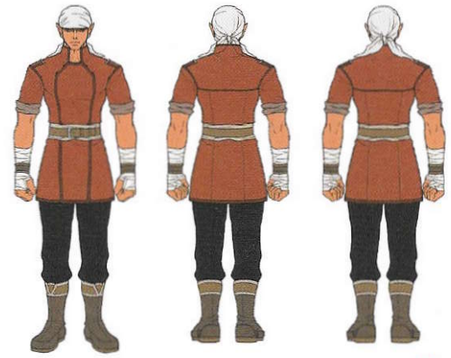
[5]



[6]

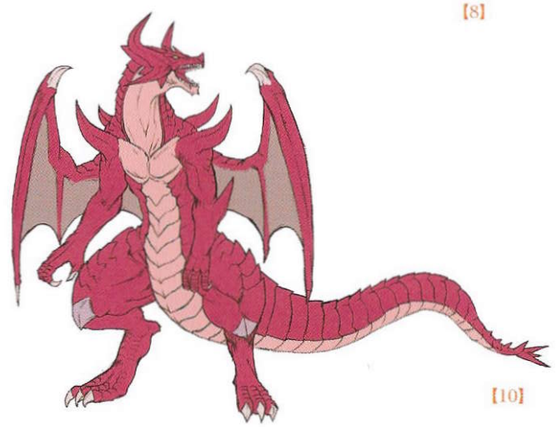


[7]



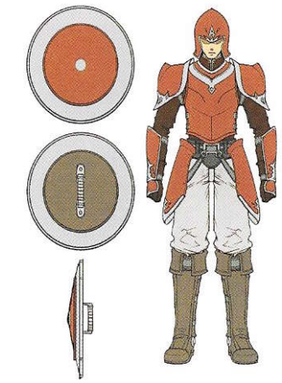
[8]

[9]

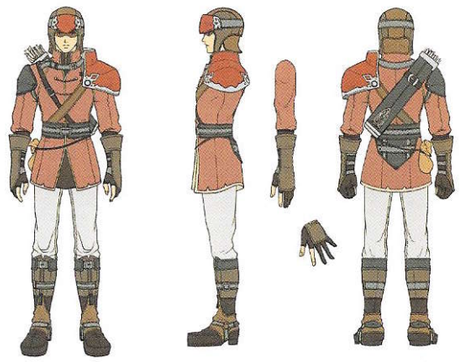


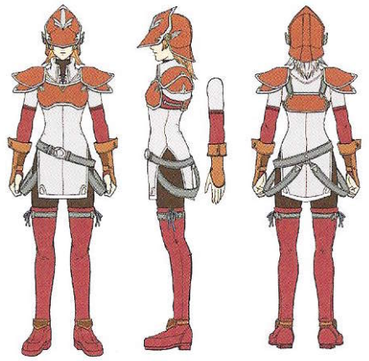
[10]

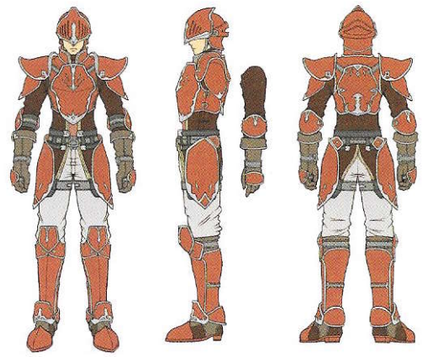
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

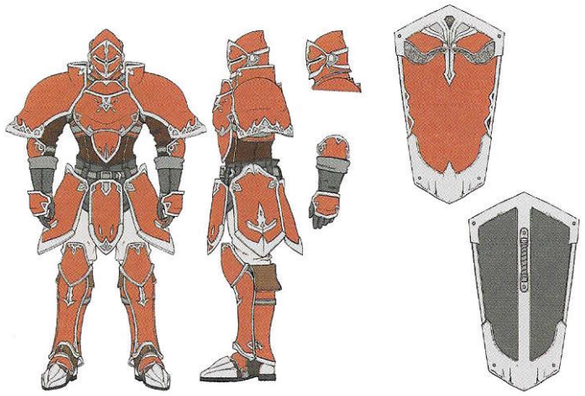


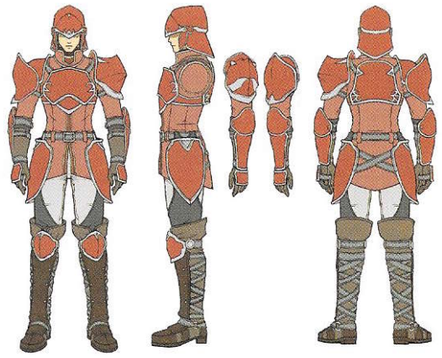
[1]

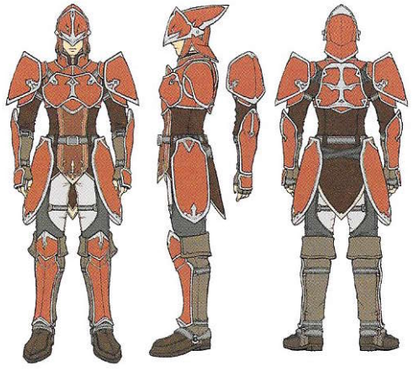


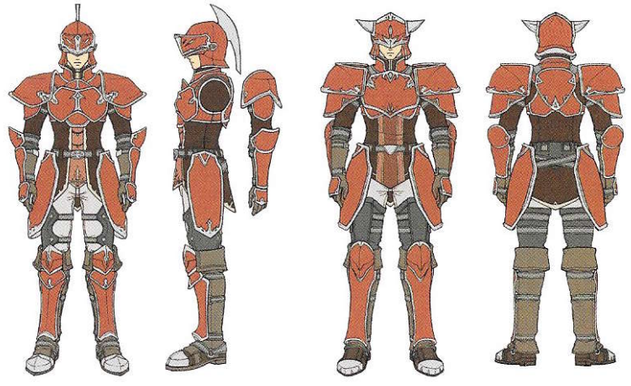






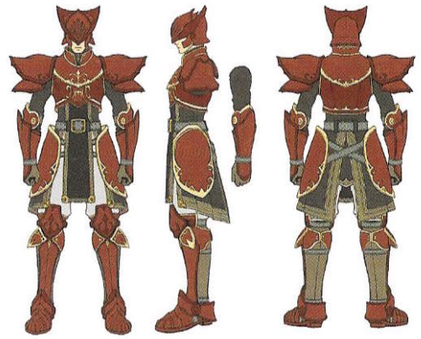




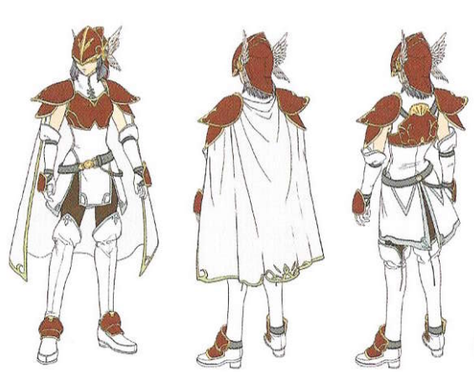


[2]

[3]

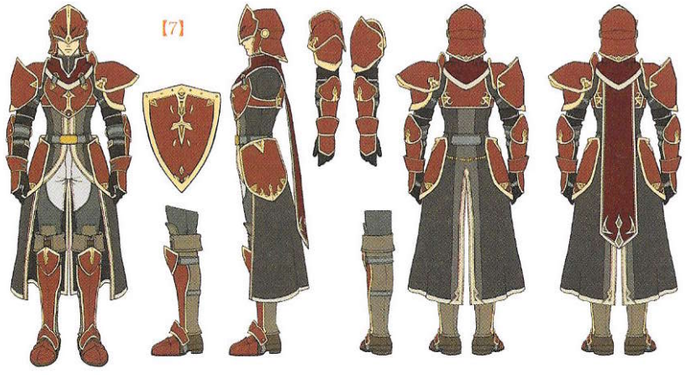


[4]



[5]

[6]

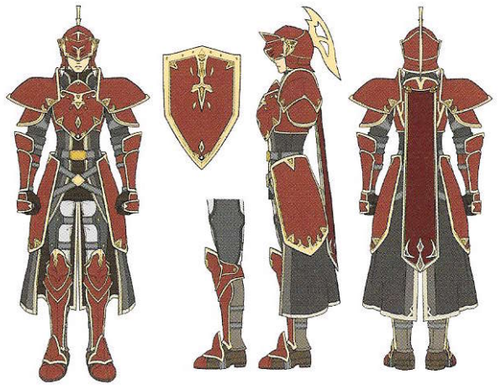


[7]

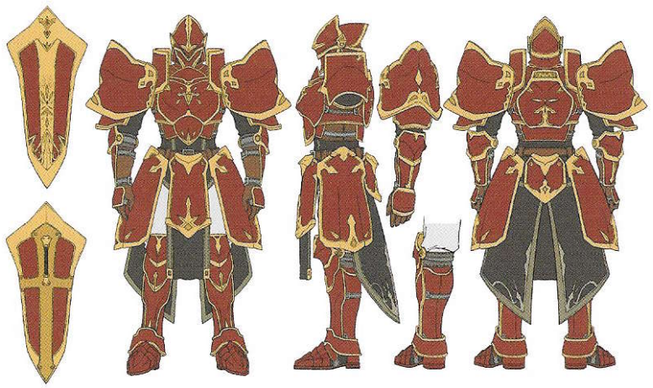
NOTES

[1] The Begnion army's primary color is red. Classes are presented in this order: Soldier, Myrmidon, Archer, Fighter, Pegasus Knight, Dracoknight, Armor Knight, Bow Knight, Lance Knight, Sword Knight, and Axe Knight. [2] Halberdier. They normally wear a scarf that is a different color to their armor in the other countries' armies, but Begnion Halberdiers wear a similar shade of red. The shield designs also vary by country. [3] Sniper. One can make out the finer details of the quiver and what is below their waist coat. [4] Dragonmaster. Since the helmet somewhat resembles animal ears, it can [regrettably] be seen as "cute" from certain points of view. [5] Falcon Knight. They wear majestic feathers atop their helmets which flutter when they take flight. [6] Lance Paladin. Thanks to the helmets that cover the back of their neck, they are also able to endure attacks from behind. [7] Bow Paladin. Now equipped with a shield and sturdier armor, they are better equipped for offensive strikes.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



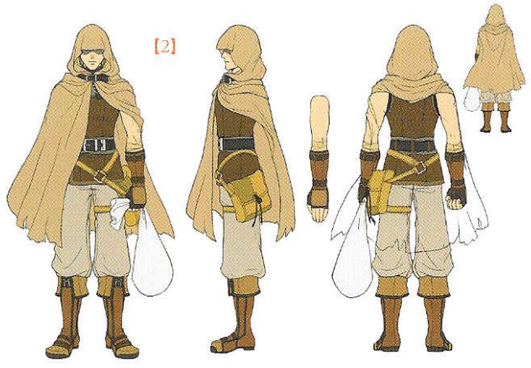
[1]



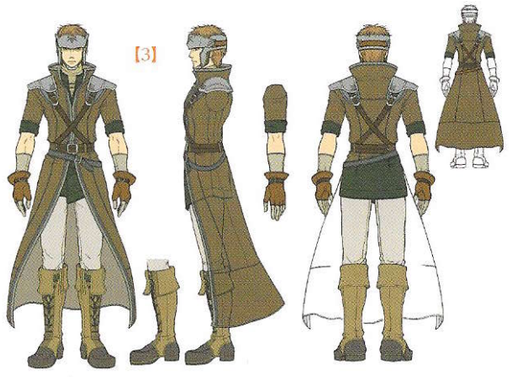
✣ ✣ ✣ ✣ ✣

N O T E S

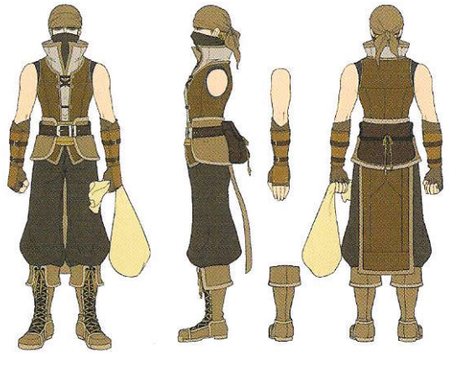
[1] From top left: Sword Paladin, Axe Paladin, and a General. The horns on the Axe Paladins are a different color than usual. [2] A generic Thief. They wear simple clothes with a hood to conceal their face and better hide their identity. [3] A generic Swordmaster. You can see the resemblance to Zihark's outfit, though the headgear is unique. [4] A generic Rogue. They trade their face-concealing hoods for veils instead in order to be more nimble and better perform their "work." [5] A generic Warrior. The shoulder pads that sit atop this mighty physique can itself be a weapon at times. [6] A generic Mage. From left: Fire Mage, Wind Mage, and Thunder Mage. Their cape shapes and colors were designed to vary. [7] A generic Priest and Bishop. In accordance to one who serves the gods, they are draped in mainly white robes. [8] A generic Wind Sage. The fine green capes they wear are the same color as the wind tomes they expertly wield. [9] A generic Fire Sage. Their wear capes that are colored like flames, with hems and hoods that are designed to be quite extravagant in their appearance. [10] A generic Thunder Sage. The cape they wear resembles lightning. They are the most simple in appearance compared to other sages. [11] A generic Druid. They cast a sinister gaze through the small opening in the hood. Their tattered sleeves and hems give them a gloomy demeanor –fitting for those who utilize the dark arts.



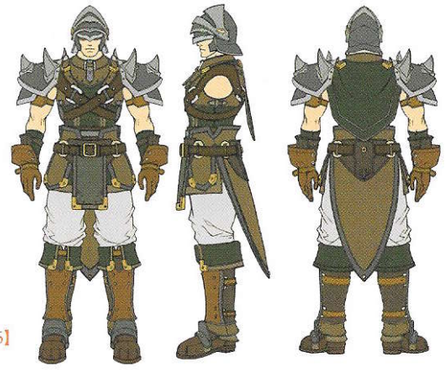
[2]



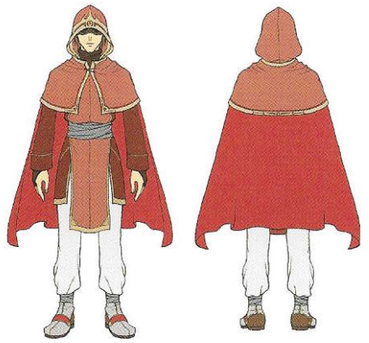
[3]



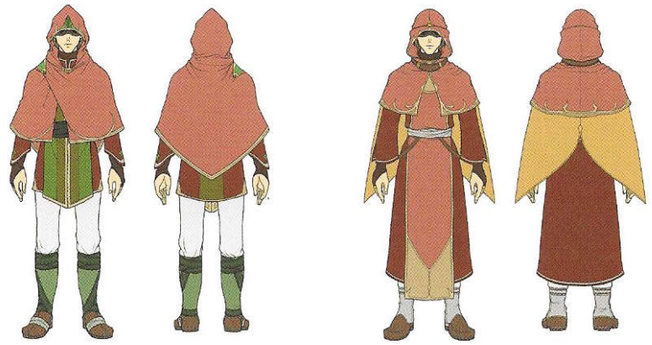
[4]

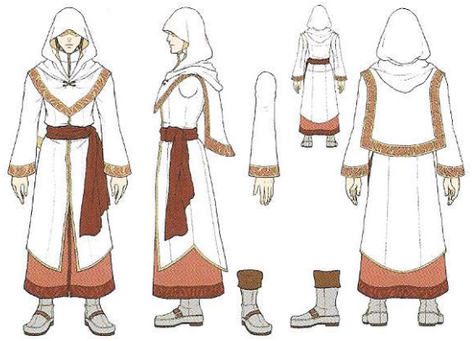


[5]

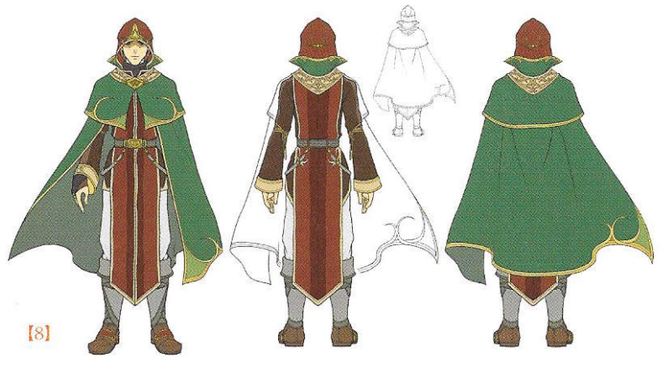


[6]

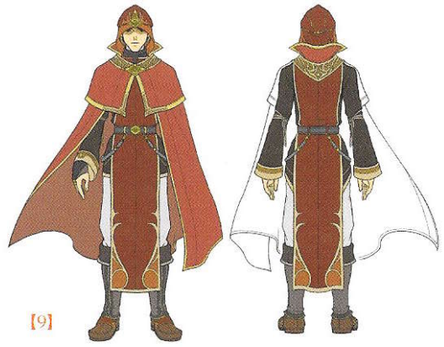




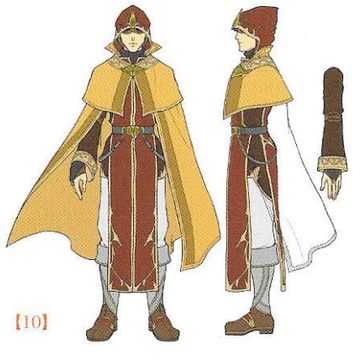
[7]



[8]



[9]



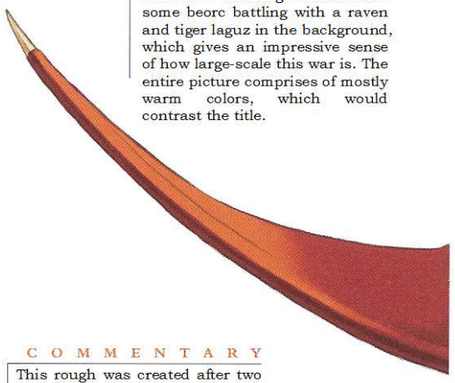
[10]

[11]

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

COMMENTARY

An early idea sketch. This composition features Sothe with his dagger drawn as Dracoknights approach from the background. There is a great sense of perspective in this picture. Sothe seeks to be moving in front of Micaiah in order to protect her from harm.



COMMENTARY

The complete cover art. You can get a full glimpse of Sothe and Micaiah's scarves, as well as the wyvern's wings beyond the borders of the image. You can see some beorc battling with a raven and tiger laguz in the background, which gives an impressive sense of how large-scale this war is. The entire picture comprises of mostly warm colors, which would contrast the title.

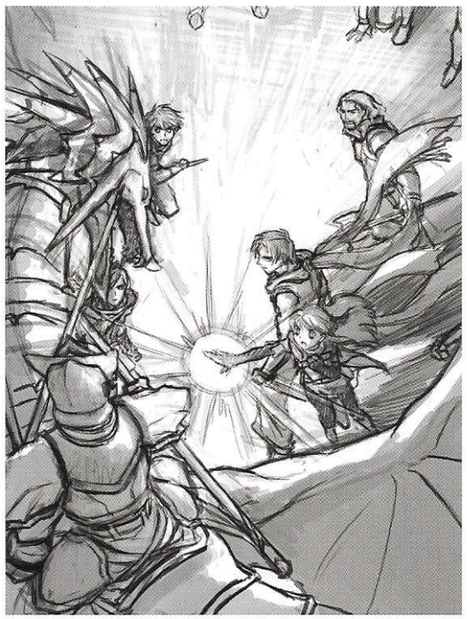
COMMENTARY

This rough was created after two revisions. It is almost the final composition. Micaiah is in the center with light in her hands, with an Sothe actively protecting her back. There are no signs of the goddess who appears later, Ashera, nor any apparent connection with the previous game, *Path of Radiance*.

Package Illustration

✣パッケージイラスト制作

Some rough sketches and ideas for what would eventually become *Radiant Dawn*'s cover art. One can see that Sothe and Micaiah were the centerpiece of every idea.



COMMENTARY

The above idea is from an entirely different viewpoint compared to the others. Sothe and Micaiah face off against a Dracoknight together. Behind them is a character that appears to be Nolan and some others that show off the Dawn Brigade on this cover. It was felt the Dracoknight took up too much (close to 30%) of the image, however.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Cover Illustration

✣本書カバーイラスト

Like for Volume 1, Senri Kita drew the cover illustrations for this book (Volume 2) as well. It features a main character of *Radiant Dawn*, Micaiah, and a more mature Ike three years on from *Path of Radiance*.

The Silver-Haired Maiden. Able to hear the voice of the goddess, she is destined to right Tellius's wrongs.

KITASENRI COMMENT

[Cover Art: Micaiah & Yune]

Her appearance is that of a pretty young girl, but her expression is calm and composed to reflect her mature nature. I tried to also make her look cute... but also felt it was a slightly forlorn expression at the same time... I wonder if that shows? I imagined the sweet fragrance of small birds when drawing Yune.

I tried drawing her forward-facing, as I thought it fitting for a front cover. I'm sure there are pros and cons to it.

[Cover Art: Ike]

I seem to have unconsciously drawn the Radiant Dawn Ike with his back turned toward us. It was probably because the final image of him embarking on his journey passed through my mind. I also feel it fits because it gives the impression that they could be standing back-to-back, going well with the fact they are on the front and back covers of this book.

[Memories of *Radiant Dawn*'s Development]

When designing enemy bosses, the first thing we actually do is present a rough sketch of just the face. We don't know which characters will use which faces, but even then, I kept screaming in my head, "I want you to use this face only for this character...!" After that, we would assign colors and put them in some gutsy pose or another. General Septimus was adapted best!

[*Path of Radiance* Characters' Maturing]

I think Ike is the one who surprised me the most --because I thought he would resemble something more like his "Lord" appearance in *Path of Radiance*. So i remember being shocked to see he took the more "Mercenary" appearance instead.

The other characters also underwent some changes, which can be seen in the concept art stages [of this book]. They were a lot of fun to draw. Though, a little known fact, I actually enjoyed drawing all the senators the most. All those middle-aged and old male villains were just so much fun.

[Message to Fans]

"*The world depicted in this story is basically a goddess's little playground.*"

I remember back when I was contacted by the developers to work on *Path of Radiance*. They told me it was going to be a rather large project. I felt it was extremely unfortunate that it would be the sort of thing that I would have to disappear from the public eye to work on. There were so many things in *Path of Radiance* that were never addressed that we couldn't mention and so remained unknown. I remember exactly how I felt: "Ahh...is this really all we can talk about? Such a waste, there is so much left to say!" Then, soon after, there was talk of a sequel. I remember being so pleased and thinking: "Alas! We'll be able to talk about the rest of it now!"

Path of Radiance is the frame that is prepared for the painting that is *Radiant Dawn*. When combined, I feel they form a masterpiece. I hope you are able to gasp and smile as you discover new facts you may not have known before through this collection of documents.

The Radiant Hero. He will determine the fate of Tellius with his blade.

Senri Kita [ENGINES]
Character Designer, Character Illustrator, in *Fire Emblem: Path of Radiance* and *Fire Emblem: Radiant Dawn*

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

✣イナ **Ena**

✣イレース **Ilyana**

✣ウルキ **Ulki**

✣エルナ **Elena**

✣オスカ **Oscar**

✣ガトリー **Gatrie**

✣カリル **Calill**

✣キルロイ **Rhys**

✣クルトナーガ **Kurthnaga**

✣グレイル **Greil**

✣ケビン **Kieran**

✣ゴート **Gareth**

✣サザ **Sothe**

✣シグルーン **Sigrun**

✣シノン **Shinon**

✣ジフカ **Giffca**

✣ジョフレ **Geoffrey**

✣ジル **Jill**

✣ステラ **Astrid**

✣セフェラン **Sephiran**

✣ゼルギウス **Zelgius**

✣ソーンバルケ **Stefan**

✣タウロニオ **Tauroneo**

✣タニス **Tanith**

✣ダラハウ **Devdan**

✣チャップ **Brom**

✣ツイハーク **Zihark**

✣デギンハンザー **Dheginsea**

✣トパック **Tormod**

✣ナーシル **Nasir**

✣ネサラ **Naesala**

✣ネフェニー **Nephenee**

✣ハール **Haar**

✣フォルカ **Volke**

✣プラハ **Petrine**

✣ベウフォレス **Betram**

✣ボーレ **Boyd**

✣マーシャ **Marcia**

✣マカロフ **Makalov**

✣ムワリム **Muarim**

✣モウディ **Mordecai**

✣ヘザー **Heather**

✣ヤナフ **Janaff**

✣ユリシーズ **Bastian**

✣ヨファ **Rolf**

✣ライ **Ranulf**

✣ラルゴ **Largo**

✣リアーネ **Leanne**

✣リュシオン **Reyson**

✣ルキノ **Lucia**

✣レニング **Renning**

✣ワユ **Mia**

✣アスタルテ **Ashera**

✣ユンヌ **Yune**

Character Face Designs

✣キャラクターフェイス

Some treasured never-before-seen early face designs of characters from *Path of Radiance* and *Radiant Dawn* are displayed here.

✣イレース **Ilyana**

✣エディ **Edward**

✣ヴォルグ **Volug**

✣キサ **Kyza**

✣ジェルド **Jarod**

✣ステラ **Astrid**

✣トパック **Tormod**

✣ノイス **Nolan**

✣ビーゼ **Vika**

✣ブラッド **Aran**

✣フリーダ **Fiona**

✣ペレアス **Pelleas**

✣マーシャ **Marcia**

✣ミスト **Mist**

✣メグ **Meg**

✣ラフィエル **Rafiel**

✣リィレ **Lyre**

✣レオナルド **Leonardo**

✣ローラ **Laura**

✣ワユ **Mia**

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Staff Room ✣スタッフルーム

We present messages from the staff of *Fire Emblem: Radiant Dawn*. All names are presented as they appear in the staff credits.

[A] Main role during development
[B] The fun and hard times during development
[C] Particular memories that stand out to you
[D] A message to fans on this document compilation

TAEKO KANEDA

[A] Director

[B] I remember getting a lot of fun requests from the staff. That's how Oliver came to be included. I believe it was due to a unanimous agreement among the programmers.

[C] I was extremely happy that we could once again implement a two-tier class change system like in *Gaiden*. We also managed to throw in the "animal" version of a Manakete in the form of the Laguz. They were a major headache when it came to balancing and implementing, however. But, Tellius would not be what it is without them. The Laguz. The Beorc. The Goddesses. I still share a deep emotional attachment with all of them.

[D] I am incredibly pleased to have been able to help make *Path of Radiance* and *Radiant Dawn* a game that many people still hold dear in their hearts even today –much like how I feel about *Shadow Dragon and the Blade of Light*. I wish to express my deepest appreciation to the fans and staff that supported us through both games. Thank you all so much.

MASAHIRO HIGUCHI

[A] Graphics Chief, Battle Animation Chief

[D] Ten years have passed since *Radiant Dawn*'s release, and yet, even though we really wanted to, we never quite got to release a design document compilation. It brings me great joy that it could become a reality thanks to everyone's support. Through this book, the world of Tellius comes alive once again with all the great memories and nostalgia associated with it.

SACHIKO WADA

[A] Character Design, Hard Mode Level Design, Graphics Supervisor, Assistant Director

[B] I had done face designs in *The Binding Blade*, *The Blazing Blade*, *The Sacred Stones*, and *Path of Radiance*. As such, I began to wonder if I my ideas would eventually run dry for *Radiant Dawn*, and feared that I would be forced to step down! But when talking to the director, I was told, "Oh no worries, you've still got 'it'!" That's what I remember when I think about the fun characters that came out of this game.

I also remember having to do so many things at once as Assistant Director. The work that comes with this position is actually rather varied!

[C] I remember having fun repeating the defensive map in part two, using trial and error to get through it. It was a map that required going through a lot of adjusting and coordination to get both the enemy items you want while avoiding dangers.

[D] I wish to sincerely thank –from the bottom of my heart– all the long-time fans who made the release of the design document compilations for *Path of Radiance* and its sequel *Radiant Dawn* possible. Thank you so, so much. This volume contains things that expands on the world of Tellius, and brings back great memories. You may even find yourself surprised at some things you may have been unaware of. I'm happy if you can find satisfaction in any of these things. I myself will be reading every single word and immersing myself in every single page. It will be fun!

MINORU NODA

[A] Map Director, Map Design, Battle Animation Background Director

[B] It brought me great joy that we were able to produce a work that was even higher in quality than *Path of Radiance*.

[C] Having to design fine details in the battle animations and backgrounds, such as before a tent was set ablaze versus after it was set ablaze and other things like that.

[D] On the technical side of things, I feel this is a work that makes a great leap from *Path of Radiance*. I hope it continues to receive love from here on out into the future.

DAISUKE IZUKA

[A] 2D Art Director, Unit Design, Event/Background Illustrator, Storyboard

[B] I was very busy, having continued my role as designer, illustrator, and CG scene storyboard from *Path of Radiance*. I was constantly buzzing about all over the place, bugging the poor staff here and there over various matters. But when I think back to it, it was definitely a valuable experience. I think that it's thanks to all the fans who also fondly remember those times like me that we all have this book to look forward to.☆

YOSHITO HIRANO

[A] Sound Director, Main Composer

[B] With *Radiant Dawn*, we aimed to give off the more war-like sound that the older games like *Shadow Dragon and the Blade of Light* and *Gaiden* were known for. As such, I feel there were plenty of "valorous" songs and very few cheerful ones by comparison. Though, in order to draw a line between it and other medieval fantasies, we sought to incorporate a bit of an "Asian" taste into the soundtrack which was rarer for the genre in those days.

We of course faced many hardships, but the entire sound team came together as one to get through each and every one. I am truly grateful for the support I received from the entire team. In those days, I lived really close to both the art director and director. So the three of us would often go out, have some drinks, and end up getting into discussions that would turn to arguments. I'm incredibly fond of these memories! Ah, but I digress…

[C] When it comes to songs I am especially attached to, I would say "Child of Chaos" and "Goddess of Dawn." "Child of Chaos" is mystical, neither light nor dark –and yet very "fluttery." A perfect fit for Yune, I felt! This melody actually served as the background theme for the game from the outset, so various other songs were made based on it.

[D] To fans of *Radiant Dawn* and the *Fire Emblem* series as a whole –thank you so much for buying this design document compilation. It has made me really happy being able to reminisce on those days through it!

KOUHEI MAEDA

[A] Scenario Assistant

[B] It was a lot of fun to write the dialogue for multiple storylines going on at once. "The real jewel–whose radiance attracts the people like moths to flame–is you, Priestess." "Yeah. That's right. Nephenee and me… We been to war…And look at us now…" "My… What a stupid speech." "You should challenge your fates. When all else fails, you can still die fighting." There are endless examples! If I were ever given a chance to write the lines for the cast of *Radiant Dawn* again, that would bring me endless joy.

[D] The first document compilation that focused on *Path of Radiance* was well-received, so thanks to everyone who purchased it, this *Radiant Dawn* document compilation was also made possible. I wish to express my heartfelt gratitude to all of you who love Tellius!

CHIE TAKAYA

[A] Character and Unit Design, Layout

[B] I had the honor of working on various designs for the game. I had to keep in mind that we had to build upon the wonderful appearances already presented to us in the previous game –and make them even better. One particularly hard one that sticks out was Sothe's clothes. I remember when consulting the director, they said: "We want him to have the vibe of having worn the same clothes all this time and simply patching them up now and then!" And so his belly button became exposed. But Master Senri Kita had a thing about making even the [strangest] designs look good, so that was a huge relief!

[C] Soren's highest class. Though class changes lead to a change in image across all the characters, something about those white robes he gains stuck out as especially wonderful.

[D] I feel that this game ended up as quite a complete gem –made possible only by the hard work of all the staff involved. A big thank you to everyone who continues to support the Tellius games to this day!

MAYUKO TSUKAMOTO

[A] Battle Animation Character Modeling

[B] Working on the game and getting the inside scoop on all the characters' backgrounds.

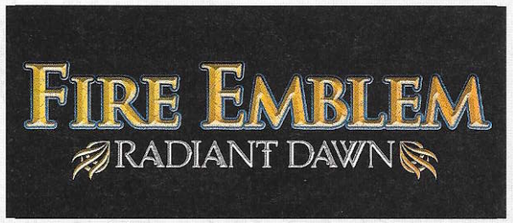
[C] When I asked, "Since the mercenaries are so poor and probably can't afford armor, is it okay if they don't wear helmets [in battle]?" This was implemented with laughs all around.

[D] Radiant Dawn was the first project I had ever worked on, so I am especially attached to it. I'm so happy that this document compilation could take form and be delivered to all of you. Please enjoy this book and game to your heart's content!

MASAYO SHIRAOGAWA

[A] Battle Animation Character Modeling, Motion Design

↑ Title logo



↑ Overseas title logo

[B] I joined the production of *Path of Radiance* while working on a different project. But I was with *Radiant Dawn* from the start. Compared to my experience [with FE9], it felt like I had to make a lot more models this time around. The Laguz, knights, and flying units especially stuck out –bearing in mind they would have to appear both graceful but powerful.

By the way, there were some mutterings about using the battle animation models for event scenes, so I experimented by making scenes like Greil's final moments or Ike vs the Black Knight [using the models]. This idea was regrettably put on indefinite hold as it we lacked the production time to fully implement it, but I have good memories of all that hard work.

[C] All motions in *Radiant Dawn* are actually "hand-made." We strived to keep movements fluid and natural while adding a certain dynamic to characters that had appeared in *Path of Radiance* as well (which featured motion capture).

[D] I hope you all continue to love this game as you have up until now…!

IKUKO NISHIKAWA

[A] Map Unit Chief

[B] There were a lot more complications [in development] compared to *Path of Radiance* (Laughs). But, those hard times are just a small portion of all the other memories I have with this game.

[C] Though I was not in charge of this department, it was really interesting seeing that an entire "cosmetic surgery" group was established to tweak character [appearances] to make them appear more and more beautiful. I came to realize just how important pretty characters are to the FE franchise…

[D] The world of Tellius features a large breadth of characters –everyone from pretty girls and macho men to certain rotund individuals and small birds. I hope you continue to enjoy this game for years to come!

KYOUKO NAKAZAWA

[A] Map Design, Background Illustrations, Movie Storyboards

[B] I was impressed seeing the things I imagined slowly take form. I feel my skills were subpar at the time, so I am incredibly grateful that the other staff could make such a wonderful movie [despite that].

[C] My love for Naesala was well known, and so the character design crew told me that I could pick his official pose! It was an extremely memorable moment due to how excited I was. I love the resulting official artwork for Naesala to this day!

[D] To think that a compilation work would be released all these years later –and it's all thanks to the fans! You have my gratitude. It was painful seeing so many of these documents unreleased for so long, so I am truly happy. It would be great if people take the opportunity to play through *Radiant Dawn* again thanks to this!

TSUTOMU TEI

[A] Battle Animation Background, Battle Camera

[B] I was entrusted with handling the backgrounds in the battle animation –work that was very much worth doing. The game had plenty of flying units, like the bird tribe laguz and Pegasus units. I recall [the backgrounds of] the battles on mid-air maps were particularly difficult to depict.

[C] Thanks to constantly checking battle animation backgrounds, the BGM that plays during battle is still stuck in my head to this day!

[D] This was the first *Fire Emblem* game I was involved with, so it's a really emotional moment for me. It's all thanks to the fans that this sort of book was able to be released all these years on!

KOJI KAWASAKI

[A] Mainly Magic Effects

[B] The first thing that comes to mind is all the fun we had cooperating with each other in countless trials during development.

[C] We set out to make the strongest magic tomes be super flashy, so I feel like we accomplished that goal. Among them, I strongly wanted Rexbolt to resemble the 2D productions, and was happy to see it be implemented just the way I wanted it to be. I have a strong attachment to that equally strong tome as a result.

NAOKO TSUKAMOTO

[A] Event Illustrator

[B] I was an untalented newbie who was part of a whole different team at the start. But, I eventually got to participate in development as our team's work had been completed, freeing us up to do so.

[D] I was happy enough simply having been able to contribute a few rough sketches for the game, but then to see the creations I made with my own two hands in the final product brought me an incredible sense of joy. The fact everyone shows their love for this game even now also fills me with happiness!

HIROMI TANAKA

[A] Background Illustrations

[B] Working overtime and eating dinner with everyone every day in the final days of development.

[C] I liked the animals that would be around on the map, but then was told, "This is a serious scene, take them out!" So they were removed, and I was furious.

[D] I feel that these documents and resources are a good show of the diligence that was put into making this game back then. The fact [this game] remains in the memories of everyone who played it back then makes me happy.

TAKAKO SAKAI

[A] Layout, Map Units

[B] There was a request for Celtic patterns to be implemented into the game's UI (User Interface). I was happy that a glimpse of our world's culture appears in the game –even if just a little in the form of a design.

[C] Designing and adjusting the models of various things like the chickens and sparrows on the map. We wanted the world to be livelier and more playful.

[D] A lot of staff came together to make the world of Tellius, and we are truly blessed that people continue to enjoy it to this day.

KOICHIRO YAMADA

[A] Continuity, Event Assistant

[B] With *Path of Radiance* taking the series into 3D, we had relatively more freedom when it came to camera angles. As such, I constantly attempted to try new things and often ended up repeatedly breaking things in the system… So I'd like to take this opportunity to apologize as well as show my thanks to my superior Mr. Izuka and the rest of the staff who, despite me being a hindrance, endured all the trouble I caused.

[C] I was tasked with reading to every corner of the script thoroughly, but I would become so enthralled by it all that I would often forget I had a job that I was supposed to be doing.

[D] It has been nearly 10 years since this game was released. I hope that releasing this document compilation gets everyone crazy about Tellius again!

Thank you for your continued support for the ever-evolving *Fire Emblem* series these past 25 years! Here's to many more!

↑ A portrait of Greil, Ike's father.

↑ The *Radiant Dawn* save data icon

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Fire Emblem: Radiant Dawn Memorial Book - Tellius Recollection Volume 2.

This project was started November 28th 2016, and officially ended August 24th, 2017.

I put a lot of time into translating these pages from Tellius Recollection - Vol 2, and I hope it brings you great joy in reading them.

Unlike last time, thanks to reader donations, I was able to buy a spare copy of the book and remove its spine for better scanning quality. I also kept all images in PNG format. While it takes more memory, the quality is preserved as well as it can be unlike the JPEG format, as promised.

A big thanks to VincentASM for handling the histories and some other pages. AstroknighticalFeats covered quite a few character profiles with me, and they are credited on their respective pages. I handled the rest myself.

Please feel free to spread the joy and information to other fans, and link back to the main project page and give souce credit when possible.

Please consider donating if you really liked the work. I did it all on my freetime, so it would really help me out!

See you next project!

-Kan
@maikantopia
kantopia.wordpress.com

Project compilation post link:

https://kantopia.wordpress.com/2016/11/28/fire-emblem-rd-tellius-recollection-vol-2-scantranslation-compilation-post/

Donation link:

http://kantopia.wordpress.com
Press "Donate"!

serenesforest.net - Where MicrowaveIt, VincentASM, and Astroknightical feats helped.